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PERFECT DARK
PG. 62

EXPERT GAMER

Mario Tennis!

We Serve Up Hidden Characters, Bonus Tourneys and More...

HOT NEW PREVIEWS INSIDE!

Kirby 64: The Crystal Shards

Complete Abilities List and Locations for Every Crystal

Perfect Dark

Killer Multiplayer Strategies and Devious Weapon Tactics

Chrono Cross

Learn How to Dominate Every Battle

NEW TRICKS!

Gekido: Urban Fighters
Sim Theme Park
Populous: The Beginning
Street Fighter III: Double Impact
Grand Theft Auto 2
and Much More!

Top 10 Feature Revealing XG's All-Time Favorites!



X-Men: Mutant Academy

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Inside XG

MEET THE STAFF



Dan Leahy
Editor in Chief
dan_leahy@ziffdavis.com

If It's Not On The List, It's On Another List

Lists are a funny and ever-changing thing. I've got a lot of lists, including but not limited to: your garden-variety to do list, a top movies list, a list of favorite bands, etc. Aside from just being fun mental excersize, these lists are great conversation fodder. Upon meeting a person who agrees that "Ice Ice Baby" was one of the greatest songs of the '90s, you have an instant connection, a laugh and probably a few more stories that naturally branch off of that one topic. It's in that spirit that *XG* editors decided to share their favorite games of all time. Is Pokémon your favorite? Why? But is it really better than Mario 64? Rehashing gaming memrories is fun, and we hope you enjoy looking at our little slice of nostalgia. Oh, by the way, Mario 64 is better than Pokémon...I think.

○ **Part-Time Jobs:** *Used Car Salesman, Sports Journalism, Landscaping*



Andy Baran
Sr. Associate Editor
andy_baran@ziffdavis.com

After prying his drool-encrusted jaw from his keyboard late one night, Andy was surprised to find that all his work was finished. Having no recollection of actually working, he set about trying to catch the "deadline gnomes" who he thinks did his guides. He has been placing small bits of cheese around as bait...

○ **Part-Time Jobs:** *Necromancy, Pimp, Bear Wrestler, Artificial Flavor*



Phil Theobald
Associate Editor
phil_theobald@ziffdavis.com

That Phil is one hardcore gamer. Just how hardcore is he? Well, this boy doesn't just play games, he eats 'em. His cube is currently littered with empty boxes of Pokémon cereal, Popsicles, Pop-Tarts and mac & cheese. All that trash has even covered up his collection of empty Sonic the Hedgehog pasta cans.

○ **Part-Time Jobs:** *Vile Puppeteer, Quidditch Coach, Insult Comic Dog*



Kenneth Miller
Associate Editor
kenneth_miller@ziffdavis.com

Slim continues to laugh off Chicago's "heat" as he enjoys his newfound car-derived freedom. He did, however, find the time for some four-hour Mutant Academy sessions against *XG*'s intern and all-around game freak, Ray LeWan, and the occasional tiring bout of Virtual Tekken at the local Gameworks.

○ **Part-Time Jobs:** *King of Fighters, Monster Rancher, Brave Little Toaster*

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● **Team "Go Outside and Play!":** It's a good thing that the mothers of Team "Go Outside and Play!" can't see their sons wasting away the summer as they stay indoors playing video games all day.

EXPERT GAMER

SEPTEMBER 2000

NUMBER 75

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SUDDENLY, THE WHOLE COUNTRY IS INBOUNDS.
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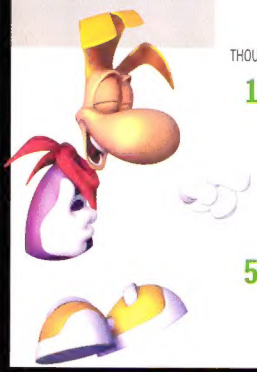
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THOUSANDS OF SECRETS, TRICKS AND CODES FOR ALL PLATFORMS

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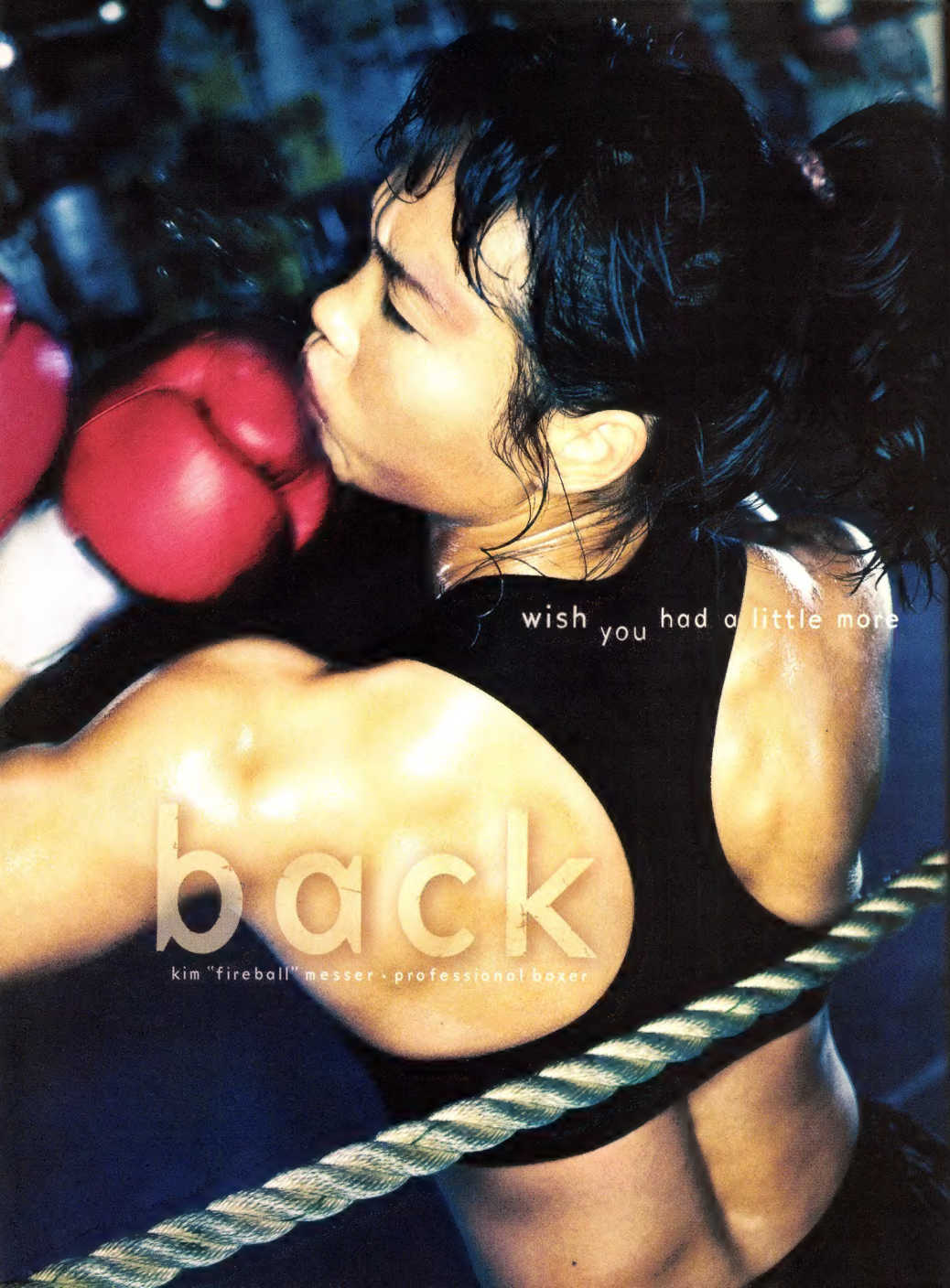









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• **Here are the winners of *XG* 73's Game Over Contest:**

1. ***Jeremy Scarlett***
Catlin, IL
2. ***Bill Walsh***
St. Paul, MN
3. ***Paul Maloney***
San Antonio, TX

• **The answer to *XG* #73's Game Over Contest is:**

Super C

Code Cracking

Dear Expert Gamer,

First, I want to say that your mag is the best. Now that that's out of the way, I have a question about Perfect Dark. I read about your GameShark codes for the game and I was really excited, so I went out to rent it. When I tried the codes out, though, they didn't work! What's the deal?

I have a GameShark ver 2.2, so I do I need a higher version or something? Is there something you have to do in the game to make the codes work? And another thing, why do they keep coming out with different versions of the GameShark in the first place? I don't want to keep buying the newest version. Is this some kind of selling strategy from InterAct? Please help me out.

Tyson Ceniga
ceniga@bendnet.com

The codes we printed are correct, so the problem is most likely with your GameShark. You will have to use a more recent version of the GameShark in order for the codes to work.

There are many reasons why InterAct keeps coming out with newer versions of its product, so don't think that there's some kind of marketing scheme at work. For starters, the new GameSharks have more features, a larger list of codes installed and are easier to use. Also, online hackers tend to use the most recent versions, so when they all upgrade, you are pretty much forced to, too. Finally, first-party Nintendo games always lock the GameShark out, so new InterAct has to continually upgrade its product in order to get around the latest programming hurdles. If you want to take advantage of the latest and greatest cheats, Tyson, you'll have to bite the bullet like the rest of us and get the newest hardware.

Say "Cheese!"

Dear Expert Gamer,

Maybe I missed something, but when looking through the walk-through of Perfect Dark, I noticed there was a piece of cheese on each level. I am very curious—why are they there?

Drew Johnson
Brookfield, WI

Those bits of cheese serve no actual purpose in the game. While it's believe that they were part of some removed feature, it's highly possible that Rare loves cheese. In fact, a good source says that Rare's Conker game also has some cheese hidden inside.

SNK, Say It Ain't So!

Dear Expert Gamer,

About seven weeks ago, I purchased a NeoGeo Pocket and a game. I did my research beforehand and found that this was a solid system with incredible capabilities. I was very pleased with the quality of the system, so I when I went to my local mall to buy another game for NeoGeo a few weeks later, I found out that the system had been discontinued!

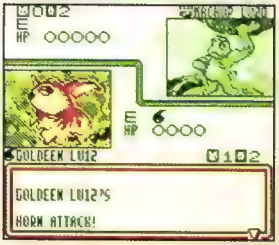
When I asked the guy at Babbages what happened, he promptly responded, "Uh, SNK, has recalled all the games off the shelves." Crushed, I walked to Electronics Boutique, but got the same answer. I went to SNK's website, and they say they're still operating—BUT I CAN'T BUY ANY GAMES! Help! Could you guys please clarify this and tell me where I can get some games. I mean, if you have some lying around, could I buy them off you? I feel as if I have just thrown 140 bucks out the window!

FireKnight44
FireKnight44@AOL.com

Well, first of all, there's no way we're parting with any of our cherished NeoGeo Pocket games. The moment the news broke about SNK's demise, everyone here in the office began buying up every game we came across.

Unfortunately, most stores have sent back their NGPC merchandise, so your best bet now is to search like mad for a store that missed the recall. If that fails, you'll probably have

Letter of the Month



Will we even see another portable game system that can survive after taking on Nintendo and its Pokémon empire? Only with the proper strategy will a new company be able to challenge the Game Boy.

Portable Wars

Can Anyone Beat the Big Boy in Town?

Dear Expert Gamer,

What's the deal with portable game systems? Why is it that Nintendo's the only company that can keep one on the market? Now I like the Game Boy as much as the next guy, but I still think Nintendo could use a little healthy competition.

There was a good variety of systems back in the old days. The Turbo Express was a great system that could play all the TurboGrafx-16 games, and the Game Gear was pretty impressive for its time. You could even watch TV on both of them with an adapter! Both of those systems died out pretty quickly, though. The Lynx and the Nomad came and went in an instant, too.

Now, Nintendo's destroyed another opponent. The NeoGeo Pocket Color is one of the coolest hand-held systems ever. It barely even got a chance to get off the ground before it went under. Do you think that there will ever be a portable system that will challenge Nintendo? Is it even possible?

Jordan Colwell
Bradford, RI

There are many factors that determine whether a portable system will last. One very important factor is battery life. If you have to buy a new set of batteries for a system after only six hours of play, chances are that system won't be too popular. Perhaps the biggest factor, though, is third-party support. If you don't have a bunch of companies making games for your system, there won't be many games to buy—without a wide variety of games, it's hard for a system to survive.

So far, only Nintendo has been able to survive in the brutal hand-held gaming market, but we're anxious to see if there's a company out there that can compete. Who knows? Perhaps someone will topple the portable system king.



Jordan won an InterAct Controller for the Dreamcast, Nintendo 64 or PlayStation!



Gundam: The Battle Master will be coming to PlayStation soon, but there is no release date yet for the mecha fighting game.

to turn to online auctions. You can even begin importing games, as the American NGPC can play the Japanese games with no conversion necessary.

So did you waste $140? That depends. If you are enjoying the system, then it's not a waste. Also, keep in mind that you now have a relatively rare piece of videogame history. People go nuts looking for the Sega Master System and TurboGrafx-16 nowadays, and we think the same will happen with the NGPC in a few years.

Gundam Wing: Not Yet?

Dear Expert Gamer,

I have a question. In your August 2000 issue, a guy named, Domenico Grande Jr. from Kirtland, OH, wrote you the letter "Gundam on the Side." Well, I have looked all over the place to find a GundamWing game and I would like to know what system it is for. If it is not for N64, I would buy a system just to play GundamWing. Thanks.

Steve Bodeman
Scottsdale, Az

There is a game called Gundam: The Battle Masters, which will eventually come out on the PlayStation, but there is no release date yet. Battle Masters is a one-on-one fighting game that uses the Mobile Suits from the series. PS2 will be getting a Gundam game as well, but it does not have a name or release date at this time.

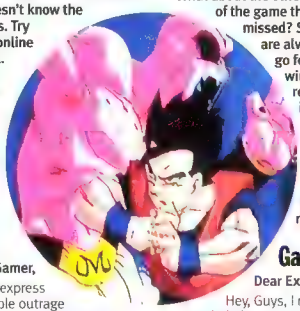
Dragonball GT = Rare

Dear Expert Gamer,

I have been searching long and hard for a PlayStation Dragon Ball Z game. I probably searched every game shop around! Please help me find this game, because I am a huge fan of your magazine and a huge fan of DBZ.

Leon Tan
spazerefic69@AOL.com

Dragonball GT came out for PlayStation in the US, but good luck finding it. Copies of the game are going for around $200 on Ebay. Ouch! Your best bet is to find a used copy at a Blockbuster or some other store that doesn't know the treasure it has. Try scouting the online stores as well. Also, keep in mind that the import version isn't going for as much money.



The Gamer's Code

Dear Expert Gamer,

I'd just like to express my unbelievable outrage towards cheating these days! It's horrible! When my brother got Resident Evil 2, all he did was enter a GameShark code to go to the ending FMV. I also found out that many of his friends had done similar things to other games.

I mean, think about it. Today people use codes like "Infinite Health," "Infinite Ammo," "Characters" and others. I know everyone's not like this, but I know that there's vast numbers of people who are. I also know games are becoming increasingly more difficult, but are we going too far? Is truthful gaming a dying trend? Is it becoming OK to cheat? I, for one, don't think so.

Chris Woolf
Christopher Woolf@
zdnetonebox.com

It's no secret that gamers are getting softer these days. Although games tend to be a lot easier than they were in the NES days, people are more eager for codes and tricks than ever. On the one hand, if there were no call for help in games, you wouldn't be reading this magazine; on the other hand, though, gamers need to know where to draw the line. Why bother using a code to go straight to the ending of a game? What about the other 99 percent of the game that you missed? Some gamers are always going to go for the easy win, but they're really "cheating" themselves out of the enjoyment of the game, and we think that's punishment enough.

Game Jobs?

Dear Expert Gamer,

Hey, Guys, I really need your help here. How the heck do you get into the videogame industry? I'm just starting college and I want to know what I should major in. One day I'd love to be designing videogames (wouldn't we all?) or doing the character design or anything else related to the industry, but I need to know the best way to start out? Thanks for your help!

Jesse Bull
gavengi@hotmail.com

U.S. Top 10

THE 10 BEST-SELLING GAMES OF JUNE

1. **Perfect Dark** (Rare/N64)
2. **Pokémon Trading Card** (Nintendo/GBC)
3. **Pokémon Yellow** (Nintendo/GB)
4. **Tony Hawk's Pro Skater** (Activision/PS)
5. **Tony Hawk's Pro Skater** (Activision/N64)
6. **Wario Land 3** (Nintendo/GBC)
7. **Spec Ops** (Take 2 Interactive/PS)
8. **Pokémon Blue** (Nintendo/GB)
9. **WWF SmackDown!** (THQ/PS)
10. **Pokémon Red** (Nintendo/GB)

Japan Top 10

JAPAN'S 10 BEST FROM 6/19 TO 6/25

1. **Tokyo Highway Battle 2** (Genki/Dreamcast)
2. **Excitebike 64** (Nintendo/N64)
3. **My Summer Vacation** (SCE/PS)
4. **Super Robot Taisen Alpha** (Banpresto/PS)
5. **DDR 3rd MIX** (Konami/PS)
6. **Advanced Military Strategy** (Sega/DC)
7. **All-Star Pro Wrestling** (Square/PS2)
8. **FIFA Soccer World Championship** (EA/PS2)
9. **Legend of Zelda: Majora's Mask** (Nintendo/N64)
10. **Hunter x Hunter** (Konami/GB)

Editors' Top 10

WHAT THE XG STAFF IS PLAYING (July)

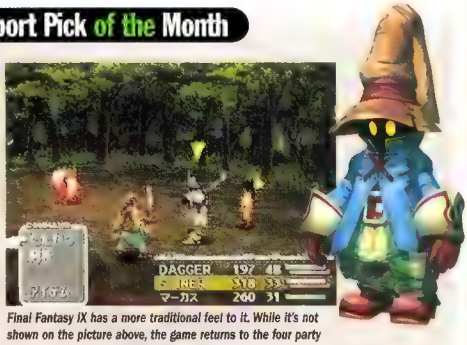
1. **Final Fantasy IX** (Square/PS)
2. **Street Fighter 3: Third Strike** (Capcom/DC)
3. **X-Men Mutant Academy** (Paradox/PS)
4. **Perfect Dark** (Rare/N64)
5. **Madden 2001** (EA SPORTS/PS)
6. **Kirby 64** (Nintendo/N64)
7. **Chrono Cross** (Square/PS)
8. **Mario Tennis** (Nintendo/N64)
9. **Virtua Tennis** (Sega/DC)
10. **Street Fighter Alpha 3** (Capcom/DC)

SOURCES: *NPD TRSTS Video Games Service* (US Top 10); *Weekly Famitsu Magazine* (Japan Top 10)

Import Pick of the Month

Final Fantasy IX

While we'll have to wait till October for this game, Japanese gamers (and importers) are already playing it. The game takes place over four discs, and the series has more of a fantasy element than the last two games. Final Fantasy IX is definitely a throwback to the classic days of the series. This is by far the most cinematic game in the Final Fantasy canon, with most of the first disc loaded with cool scenes. The story is excellent—as is the music—and you can rest assured that we'll give this one the full *XG* blowout treatment!



Final Fantasy IX has a more traditional feel to it. While it's not shown on the picture above, the game returns to the four party member format. The attention to detail is apparent, as each enemy is intricately drawn and animated. Of all the Final Fantasy games, this one will pull you in the fastest.

Coming Soon

Fall-Winter 2000

- **Street Fighter III: 3rd Strike** (Capcom)
- **Ms. Pac-Man Maze Madness** (Namco)
- **Shenmue** (Sega)
- **Sonic Shuffle** (Sega)
- **Jet Grind Radio** (Sega)
- **Silent Scope** (Konami)

NINTENDO 64

Fall-Winter 2000

- **Pokémon Puzzle League** (Nintendo)
- **Hey You, Pikachu** (Nintendo)
- **Paper Mario** (Nintendo)
- **Mega Man 64** (Capcom)
- **WWF No Mercy** (THQ)

SONY PLAYSTATION

Fall-Winter 2000

- **Mega Man X5** (Capcom)
- **Mega Man Legends 2** (Capcom)
- **Simpsons Wrestling** (Fox Inter.)
- **Arc the Lad Collection** (WD)

SONY PLAYSTATION 2

Fall-Winter 2000

- **Silent Scope** (Konami)
- **Star Wars: Starfighter** (LucasArts)
- **NBA Live 2001** (EA)
- **Ready to Rumble Round 2** (Midway)



Why do companies use CDs over cartridges? Well, CDs easy to produce and it's cheaper for the consumer.

Well, none of us here at *XG* are talented or educated enough to be actual game designers—that's why we're writers! Seriously, if you want to get into game production, you can get started in either art or programming (although it wouldn't hurt if you could do both). You'll want to take as many art and computer science courses as you can, and you should probably get started now on securing a summer internship at a game company (be prepared to work for free). If you can't cut it, just drop out of college—you can always go into journalism!

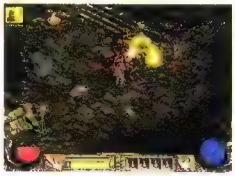
School Project

Dear Dan Leahy,

On behalf of the mindless drones in my third period, ninth grade English class here at Verdugo Hills High School, I'm writing you a business letter. I decided to write you because you are the editor in chief of the best gaming magazine out there by far. I know you can't respond to each letter that comes into your office, but if you have time, would you please respond to me? I'll get extra credit, and I'll read your letter to the class. If you have any promotional items for the class--brochures, catalogues, stickers, pens, whatever—would you please send some for the class, too?

Jamie Butler
Sunland, Ca

On behalf of the mindless editorial staff here at *Expert Gamer*, we're pleased to present you with this response. Thanks for taking the interest in our magazine. Any reader mail is always welcome. Also, we hope you aren't counting on that extra credit to save a semester's worth of lousy work. As for the promotional stuff, we'll see what we can do..



Sure, we'd love to cover games like Diablo II, but that would mean that we'd have to drop out some tricks or other strategies.

To CD or Not to CD?

Dear Expert Gamer,

What's the deal with PlayStation and Dreamcast programming videogames on CDs? I let someone borrow my PlayStation game, and when I got it back, he had scratched the hell out of it! My point is if they didn't make games out of CDs, maybe this would not of happened. I'm sure someone out there agrees with me. By the way, your mag rules!

Kevin
Playstationmanz@hotmail.com

The whole industry has switched from cartridges to CDs (and GDs and DVDs), because it they're cheaper to manufacture and easier to produce in bulk. With discs, you'll just have to be a little more careful handling your software. And to be safe, if you think some yutz is going to use a copy of your favorite game as a frisbee, don't lend him your game.

PC Coverage

Dear Expert Gamer,

First of all, your magazine is great—no doubt about that. The reason I am writing to you is because I'm curious as to why you don't cover any PC games? There are a lot of great games that come out on the PC, but they never get covered in your magazine! I think it would be great if you covered all types of games, including those on the PC.

Nick Eitrem
black_phantom16@yahoo.com

As it goes, we often don't have enough pages to really do what we want. If we covered PC games, we would be diluting what people are reading *XG* for. Sure, games like Diablo II and Ultima Online would make great strategies, but that would mean that we would have to cut something else. No one knows what the future will hold...

Letter Art

Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*



Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: *XG* Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@ziffdavis.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

Tim Komlody wins an Agetec Specialized Control Pad for the Sony PlayStation. Way to go, Tim!



Mandy Shafer
Nashville, TN



Ashley Garrett
Owasso, OK

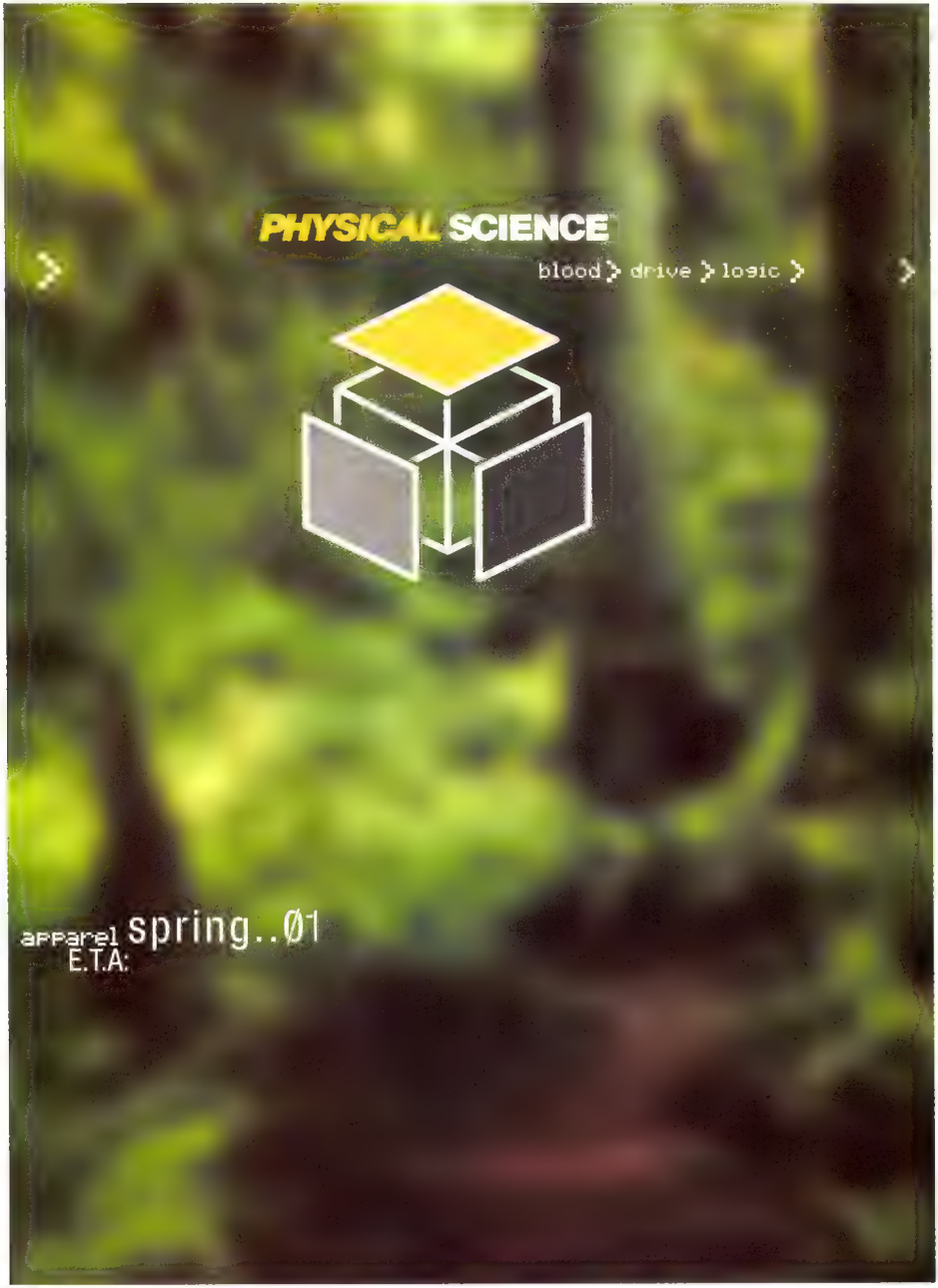


Enrique Sanchez
San Bernardino, CA



Paul Dale Roberts
Elk Grove, CA

** Or at least get you in the magazine and win a controller from Agetec (FIRST PRIZE ONLY)!*



www.phys-sci.com

TRICKS OF THE TRADE

Dreamcast

4 Wheel

Super Start: When you begin your race, wait for the countdown to reach the point where they say, "Go." As soon as this appears, press L-Trigger+A at the same time. You'll get a boosted start and an additional four-second boost.

Clean Pause: While the game is paused, press Y+X simultaneously to get rid of the text so you can see a clean action shot of your current game.

Infinite Slot Machine Retries: Once you finish a race, save your game. You may be awarded with a slot machine jackpot bonus game after the race. If you do poorly on the slots or just want to try it again, just load up your saved game and the slot machine will be available for you to play once again. You can play the slots as many times as you want.

Aerowings

Cheat Mode: At the "Press Start" screen, press the L-Trigger and R-Trigger simultaneously. You'll hear someone say, "OK Good," which means that you've unlocked the Exhibition Mode, all levels, all airplanes and more.

Crazy

From the mode selection screen, choose either Arcade or Original Mode as well as the amount of time you want. Next, at the "Now Loading" screen, press and hold the following button combinations until the driver select screen appears.

No Arrows: Press and hold R-Trigger+ START When the driver select screen appears, you will see "No Arrows" in the lower-left corner of the screen. If you haven't memorized the locations, you will have to listen to your passengers and pay attention where they point.

No Destination Mark: Press and hold L-Trigger+START. When the driver select screen appears, you will see "No Destination Mark" in the lower-left corner of the screen. You'll still see a small green outline around your destination point, but it won't be nearly as prominent as before.

Expert: Press and hold L-Trigger+R-Trigger+START. When the driver select screen appears, you will see "Expert" in the lower-left corner of the screen. The combination of No Arrows and No Destination Mark makes up the Expert Mode.

Hidden Bike: Go to the character select screen and highlight the driver you want. Press L-Trigger + R-Trigger three times simultaneously, then press the A button to pick your driver. You will hear bicycle chimes if entered correctly.

Dead or Alive

Change View of Victory Pose: As your character does its victory pose, hold X and move the Pad or Analog Stick to rotate the view. Press the B button to zoom in

Full Screen Pause: During the game, press START to pause. Press the R-Trigger button to get a clean game screen without the text.

Girl Art: Place the Dead or Alive 2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "Bonus." In this folder are several images of the DOA2 girls in bikinis

Uncut Demo: On the mode select screen, choose Option. On the "Option" screen, choose Game Setting. From "Game Setting" choose Others. On the "Other Setting" screen, change Your Age to a number higher than 21 (99 is optimal). Now go back to the mode select screen and pick Survival Mode. Play through this mode until you get onto the top ten ranking list and put in your name as REALDEMO. Now go back to the title screen and wait until the demo starts. You will then see the uncut demo with one of the scenes showing Kasumi in her birthday suit, lying in a gelatin-like substance.



New Tricks

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Populous: The Beginning 46
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GAME BOY
Duke Nukem 52
Rayman 53
Tazmanian Devil: Munching Madness 53

Score Big with GameShark from InterAct and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

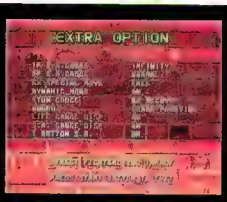
For more details and rules on the contest, read the text below. Email your tricks and cheats to:

tricks@ziffdavis.com

On all emails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338

Trick of the Month



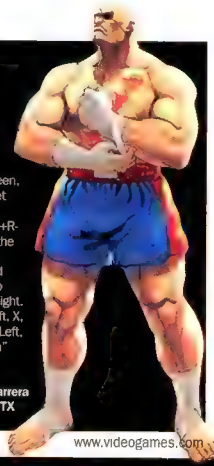


Street Fighter III: Double Impact

Dreamcast

Hidden Extra Options: From the title select screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, highlight "Option" and hold the L-Trigger+R-Trigger buttons. Keep holding them throughout the rest of the trick. Next, choose "Option." On the Option Mode screen, highlight Game Option and press Left, Left, X, X, Right, Right. Move down to Button Config. and press Left, Left, Y, Y, Right, Right. Move down to Screen Adjust and press Left, Left, X, Y, Right, Right. Move down to Sound and press Left, Left, Y, X, Right, Right. You will see "Extra Option" underneath the "Sound" option.

Robert Barrera
Austin, TX



Grand Theft Auto 2

On the main menu screen, choose "Play." At the next menu, move up to the player name and change it to one of the following names to unlock these cheats as shown.

Invincibility: INFINITY
99 Lives: BIGCATS
Every Weapon: BIGGUNS
Level Select: SESAME
Recover Weapon After Death: LOSTTOYS
Double Damage: DBLWAMMY
Unlimited Electric Gun: BIGFRIES
No Police: LAWLESS
Get the 5X Multiplier: BOYAKASH
Max. Respect from All Gangs: ALLFRIEND
More Blood: WOUNDED
Get $500,000: MUCHCASH
Get $9,999,999: ULTIMATE
Pedestrians Are Elvis: ERRHUH
(Note: If you run over an entire group of Elvis pedestrians with a car, you will get the message, "Elvis has left the building.")
Unlimited Flame Thrower: TOASTIES
Invisible Player: SCOOBYDO.





Fighting Force

Level Select: On the title screen, while "Press Start" is flashing, put in Left, Up, X, Up, Right, Y. You will see a flash on the screen if the code was entered correctly. Choose the "Start Game" option and a level selection screen will appear. Now you can choose your starting level.

House of the Dead 2, The

Get All Items in Original Mode: Complete Training Mode with five-star marks in each training session.
Display Score: On the title screen use the D-Pad to enter the code L, L, R, R, R, L, R, START
Two More Sessions in Boss Mode: Beat all bosses in Boss Mode and get a ranking with each boss. This unlocks the Emperor and Fight All Bosses Mode.
Unlimited Credits in Original Mode: Complete Boss Mode with five-star marks for each boss, including Fight All Bosses Mode.
Bonus Cats: Shoot a cat and it will lead you toward a bonus item.
Bonus Rooms: To access one of the bonus rooms at the end of the game, you must get there without killing any hostages, or allowing any hostages to be killed.

Incoming

Cheat Menu: On the main menu screen, press Up, Down, Left, Right, X, Up, Down, Left, Right, Y. A cheat menu will appear that allows you to choose your starting campaign, infinite lives, infinite weapons and Easy Shoot Mode.

King of Fighters, The

Full Pause Screen: Pause the game and press X+Y. This will get rid of the "Pause" word for cool freeze frames!
Bonus Characters: At the character selection screen, highlight the normal version of one of the following fighters, then hold START and press any button.

Kyo Kusanagi — Terry Bogard
Andy Bogard — Joe Higashi
Ryo Sakazaki — Robert Garcia
Yuri Sakazaki — Mai Shiranui
Billy Kane — Orochi Yashiro
Orochi Sherm'e — Orochi Chris
Omega Rugal

Legacy of Kain:

Press START to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.

Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.
Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.
Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.
Refill Magic: Hold L-Trigger and press Right, Right, Left, Y, Right, Down.
Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.
Pass Through Barriers: Hold L-Trigger and press Down, B, B, Left, Right, Y, Up.
Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.
Hurt Raziel: Hold L-Trigger and press Left,B, Up, Up, Down.
Force: Hold L-Trigger and press Left, Right, B, Left, Right, Left.
Constrict: Hold L Trigger and press Down, Up, Right, Right, B, Up, Up, Down.
Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.
Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.
Sound Glyph: Hold L Trigger and press Right, Right, Down, B, Up, Up, Down.
Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right
Sunlight Glyph: Hold L-Trigger and press Left, B, Left, Right, Right, Up, Up, Left.
Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right
Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

Marvel vs. Capcom

Play as Shadow Lady: On the character selection screen, put the cursor on Morrigan. Then press Up, Right, Right, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Right, Down, Down, Down, Down. You will see Shadow Lady appear below Gambit.
Play as Gold War Machine: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up. You will see Gold War Machine appear above Zangief.
Play as Orange Hulk: On the character selection screen, put the cursor on Chun-Li. Then press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up. You will see Orange Hulk appear above Ryu.
Play as Lilith: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down. You will see Lilith appear below War Machine.
Play as Red Venom: On the character selection screen, put the cursor on Chun-Li. Then press Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up. You will see Red Venom appear above Chun-Li.
Play as Roll: On the character selection screen, put the cursor on Zangief. Then press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, R ght, Right. You will see Roll appear to the right of Mega Man.

MDK

Full Screen Pause: During the game, press START to pause. Then press X+Y simultaneously to get a clean game screen without the text.
PC Pictures and Sounds: Place the MDK2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "MDK2." Inside, you'll find picture and sound files that you can view and play on your computer.

NBA

From the main menu, go into the options screen and pick the "Codes" option. At the "Cheat Codes" screen, enter one of the passwords below for the results as shown. Make sure you enter the codes in all capital letters.
Secret Teams: DEVDUDES (Opens the three Insomniacs teams, which include the Sega Sports, Sega and NBA 2K teams.)
Huge Ball: BEACHBOYS
Crowd Message: HIMOM
Giant Heads: FATHEAD
Micro Players: LITTLEGUY
Large Players: MONSTER
Squished Players: SQUISHY
Obese Players: DOUGHBOY
Huge Feet: BIGFOOT
Hurt Coaches: COACHOUCH

NFL

Enable cheats by going into the options screen, choosing the "Codes" selection and entering the following codes.
Alternate Text: SCRAWL (Some of the text will have a different font.)
Fat Players: LARD

GameShark

Evolution 2

Infinite Cash — 57FF79FB000000F0
Quick Level Gain Mag — 600B64FB0000FFFF
Max HP Mag — 42BA10720000270F
FDE9993D0000270F
Max FP Mag — 5B8778EC0000270F
5BF778EC0000270F
Max TP Mag — 865B82BB0000270F
Quick Level Gain Linear — 20B76CFF0000FFFF
Max HP Linear — B2063537000027 0F
886382BA0000270F
Max FP Linear — 1454192B0000270F
C2BBE8420000270F
Max TP Linear — 4C9210730000270F
Quick Level Gain Gre — B6D635370000FFFF
Max HP Gre — 8BC382BA0000270F
4F4A10730000270F
Max FP Gre — B06635370000270F
9F58054D0000270F
Max TP Gre — E0CF172E0000270F
Quick Level Gain Pepper — 533778ED0000FFFF
Max HP Pepper — B46635370000270F
DA788C650000270F
Max FP Pepper — 24876CFF0000270F
1234192B0000270F
Max TP Pepper — 52CF78ED0000270F

Incoming

Infinite Lives — 5B6F616000002000
High Score — 425A01570000FFFF

Marvel vs. Capcom 2

Unlock Every Character — 9C88C6C9F8FFFFFF
E2B7D4AA7FFFFFFF
7B051F3CF8FFFFFF
C36B2BC67FFFFFFF
Maximum Experience — 608B650500006363
P1 Infinite Health — CE7BE85600000090
P1 No Health — CE7BE85600000000
P2 Infinite Health — A6435E3D00000090
P2 No Health — A6435E3D00000000
Infinite Points — 9CB004B30000270F
Infinite Health P1 Partner a — B866352600000090
Infinite Health P1 Partner b — 9B88055F00000090
Infinite Health P2 Partner a — 886382A900000090
Infinite Health P2 Partner b — 75D5DCA500000090
No Health P1 Partner a — B8663526000000 0
No Health P1 Partner b — 9B88055F00000000
No Health P2 Partner a — 886382A900000000
No Health P2 Partner b — 75D5DCA500000000
P1 Combo Lvl. 0 — 5DAF3B7D00000000
P1 Combo Lvl. 1 — 5DAF3B7D00000001
P1 Combo Lvl. 2 — 5DAF3B7D00000002
P1 Combo Lvl. 3 — 5DAF3B7D00000003
P1 Combo Lvl. 4 — 5DAF3B7D00000004
P1 Combo Lvl. 5 — 5DAF3B7D00000005
P2 Combo Lvl. 0 — 72A99F2800000000
P2 Combo Lvl. 1 — 72A99F2800000001
P2 Combo Lvl. 2 — 72A99F2800000002
P2 Combo Lvl. 3 — 72A99F2800000003
P2 Combo Lvl. 4 — 72A99F2800000004
P2 Combo Lvl. 5 — 72A99F2800000005

Continued on Page 20

GameShark

Continued from Page 19

Midway's Greatest Arcade Hits Vol. 1

Inf. Lives P1 (Robotron Only)
3BE11BD300000102
Inf. Lives P2 (Robotron Only)
25675CD100000102
Inf. Lives P1 (Defender Only)
9A68356C00000200
Inf. Lives P2 (Defender Only)
DB50BC4400000102
Inf. Smart Bombs P1 (Defender Only)
C5D3D86300000301
Inf. Smart Bombs P2 (Defender Only)
DB68BC4400000A03
Inf. Lives P1 (Joust Only)
9C08356C00000400
Inf. Lives P2 (Joust Only)
54EF48CC00000400
Inf. Lives P1 (Defender 2 Only)
52FF48C300000102
Inf. Lives P2 (Defender 2 Only)
670B54D500000200
Inf. Smart Bombs P1 (Defender 2 Only)
520748C300001E03
Inf. Smart Bombs P2 (Defender 2 Only)
9B30356300000301

Mr. Driller

Infinite Lives 607B6B130000000A
Infinite Air BCA63ADE0000FFFF
High Scoring 6D1B6B120000FFFF

South Park Rally

Infinite Credits FBCDD30300000005
All Cheats D6A846B5FFFFFFFF
Enable All Races 37A1212D0000FFFF
All Tracks but Gridiron 474A1AA30000FFFF

Street Fighter III: Double Impact

Infinite Time (New Gen Only)
46420CD2000000064
Infinite Health P1 (New Gen Only)
84CB9E0000000A0
Low Health P1 (New Gen Only)
84CB9E0000000001
50% Health P1 (New Gen Only)
84C89E00C0705035
50% Health P1 (New Gen Only)
84CB9E0000000050
Infinite Health P2 (New Gen Only)
CF03F4E7000000A0
Low Health P2 (New Gen Only)
CF03F4E7000000001
50% Health P2 (New Gen Only)
CF00F4E7C0705035
CF03F4E700000050
P1 Never Wins (New Gen Only)
28FF705E00000000
One Win Needed P1 (New Gen Only)
28FC705EC0705041
28FF705E00000001
P1 Always Wins (New Gen Only)
28FF705E00000002
P2 Never Wins (New Gen Only)
3711375C00000000
One Win Needed P2 (New Gen Only)
3712375CC0705041
One Win Needed P2 (New Gen Only)
3711375C00000001
P2 Always Wins (New Gen Only)
3711375C00000002
Sudden Death Mode P1 (New Gen Only)
46410CD200705040
84CB9E0000000001
Sudden Death Mode P2 (New Gen Only)
46410CD200705040
CF03F4E700000001

Continued on Page 26

Sega Sports Team: SUPERSTARS (The Sega Sports team will be available at the team selection screen between the NFL All-Pros and San Francisco 49ers.)
Turbo Mode: TURBO (Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Turbo.")
Slow-Motion Mode: DEDMAN (Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Slomo.")
High-Pitched Commentary: SQUEEKY
Auto-Defense Play Selection: On the play selection screen when on defense, press A twice to have the CPU choose a random play to stop your opponent.
More Attribute Points: In the Create-A-Player Mode, highlight an attribute and move the points all the way down to "0." Then move it all the way back up to the original number. Now look at the available points at the top of the screen and you will have gained a point. Do this for each attribute and you will gain a point for each one.

NHL

From the "New Game" menu, choose either Exhibition, Season or Playoff. Go to Custom Players and change the first and last names of your player to one of the names shown below. Once you do this, press A to accept the player. Back at the "New Game" menu, go to Trade Players and on the "Roster Manager" screen, choose the Free Agents pool. Scroll through the players until you see the one you created. Now press A to select the player and X to execute the trade. Press A again to accept this trade agreement. Go back to the "New Game" menu once more and select Edit Lines. In this menu, move over to the players (either on the ice or scratched) and you will see the faces or message for the players you created.
Tony Twist: Tony Twist
Ron Hextall: Ron Hextall
Marty Reasoner: Marty Reasoner
Wayne Gretzky: Enter this name to see "Thanks for the Memories" over the head shot on the "Edit Lines" screen.
D Port Codes: *Have a controller plugged into the fourth port (D) on your Dreamcast and enter these tricks with it.*
Black Box Team: When the logo for Black Box appears, press and hold L-Trigger+R-Trigger. While holding these, press B, B, X. You will hear the announcer say, "Oh, Black Box, baby." Now Black Box is available in the choice of teams.
Big Heads: When the logo for Black Box appears, press and hold the L-Trigger+R-Trigger. While holding these, press B, A, B, Y. You will hear the announcer say, "Oh, Black Box, baby." Everyone on the team will have big heads except for the goalie.

Plasma

Highlight one of the appropriate character on the character select screen and then enter the code.
Play as Kaede: Highlight Rain and press Down, Down, Left, Left, Up. Kaede will appear in a box above Rain.
Play as Rai-On: Highlight Byakko and press Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in a box above Byakko.
Play as Evil Gamof: Highlight Gamof, then hold START and press A.

Rainbow

In the middle of your game, press the following buttons to activate these special modes in the game. You'll hear a noise and see text on the left side of the screen to confirm that they worked. To turn off any of the codes, just enter them again. Note: Don't pause the game before entering these!
Avatar God: Simultaneously press Up on the Analog Stick, Down on the D-Pad and A button. Your character becomes invincible, but the rest of your team won't be affected.
Team God: Simultaneously press Left on the Analog Stick, Down on the D-Pad and A button to gain invincibility for everyone on your team.
Big Heads: Simultaneously press Up on the Analog Stick Up, Down on the D-Pad and X button.
Humongous Heads: Simultaneously press Left on the Analog Stick, Down on the D-Pad and X button.
Polska: Simultaneously press Down on the Analog Stick, Down on the D-Pad and X button.
Heavy Breathing: Simultaneously press Down on the Analog Stick, Down on the D-Pad and A button.
Stumpy: Simultaneously press Left on the Analog Stick, Down on the D-Pad and Y button.
Brains: Simultaneously press Up on the Analog Stick, Down on the D-Pad and Y button.
Side Scroller: Simultaneously press Down on the Analog Stick, Down on the D-Pad and Y button.
Clodhopper: Simultaneously press Left on the Analog Stick, Down on the D-Pad and B button.
Rude: Simultaneously press Down on the Analog Stick, Down on the D-Pad and B button. If you have the "Team God Mode" on, your team will be yelling at you to watch your fire.
Victory Conditions: Simultaneously press Up on the Analog Stick, Down on the D-Pad and B button. This will prevent the mission from being aborted if an alarm is triggered or a hostage is shot.
Infinite Ammo: If you shoot all the bullets in your clip except one and then put in a new clip, you will not lose the clip at all! Keep repeating this and you'll soon have an infinite amount of ammo!

Rayman 2:

Hidden Mini Game: On the title screen, press START, then immediately hold L-Trigger+R-Trigger and press B, B, B, B while the screen is scrolling down. Now, on the menu, you will have access to a new option called "Globox Disc Access." Choose this option and you'll be taken to a mini game that you can play with multiple players.

Re-Volt

From the main menu, choose "Start Race." Then select a Single Race. Now enter your name as one of the codes as shown below for various results.
Access All Cars: CARTOON
Access All Tracks: TRACTION
All Weapons Available: OYOY (While playing a game, just press L-Trigger+R-Trigger repeatedly to cycle through the choices.)
Access to the Probe U.F.O.: YUEFO
Change Cars in a Race: CHANCER (Just press Up or Down at the pause menu to change your car.)
Tiny Racers: MAGGOT
Hifi Mode: FLYBOY
Change Progress Table: GOATY (Edit your wins, losses, etc.)

Sega Rally 2

At the title screen, put in the following codes for the results as shown. If done correctly, you should hear a confirmation sound.
All Cars: Up, Down, Up, B, A, Left, B, B, Down.
All 10 Year Raceways Open: Up, Left, Down, Right, B, A, B, Right, Down.
Increased Frame-Rate: Up, A, Down, Down, Left, Right, B, B, Down.

NFL Quarterback Club 2000

On the main menu screen, move down to the "Enter Cheat" option and put in any of these codes for the results as shown.
Stocky Players: MRSHMLLW
More Injuries: HSPTL
Big Football: BCHBLL
Thin Players: TTHPCK
Large Coin at Coin Toss: BGMNY
More Fumbles: BTTRFNGRS
Bouncy Ball: FLBBR
Smokey Ball: HSNFR
Slow Motion: FRRSTGMP
Rugby Mode: RGBY






Nick.com Wave Rave

The new multi-player water game.





Get soaked on nick.com

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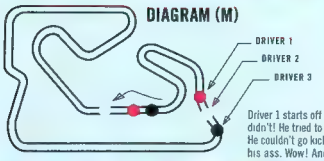
1 Famous pro speed racer Benny Moto says, in life and in racing we must know how to SLOW DOWN. Benny uses carbon fiber rotors and 4 piston calipers because he says the curb tastes like defeat.



2 Are you hard core? Have this beefy spring please. It's good for you. Without a trick suspension the hairball track will shake your head up and down like one of those stupid dogs in the back window.



DIAGRAM (M)



Driver 1 starts off in the lead. But did he listen to Benny? He didn't! He tried to save money on brakes. He's cheap. He's stupid. He couldn't go kicky fast through the turn. Now Driver 2 passed his ass. Wow! And look at Driver 3! He's making power. How to be the leader? Customize and drive like a freak with fiery pants.

3 A big, 19 inch, 3 piece magnesium wheel is your fun friend in the quest for a sweeter contact patch. It's hot too.





YOU FOLLOW MY ADVICE. YOU CUSTOMIZE. YOU BEAT EVERYBODY. **POW!**



Tear it up in this total competition speed trip where you can build original machines from scratch or tweak over 130 GT sports cars that reproduce exact handling and performance specs. Then use your VMU to trade machines, parts and laptimes on the net. Assuming you got anything worth trading, Grandma.

6

The shock absorber s often over oaked Not here In Benny's shop everyone concentrates on the shock A good shock where it real y counts will bring forth nimbler handling and quicker transitions.





5

Oh my God ..ook at that engine! Yes, that's a nicky big damn motor Benny likes the superhuge V12 for stomp pulling power But only for the big bad bomber cars Otherw se enjoy a V 8







4

Oh! What a loud muff er! Loud cookie mufflers intimidate chump-ass rivals. Get a big pipe for greater flow at high rpm levels.



Dreamcast.

IT'S THINKING

sega.com

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EVERYONE
E
CONTENT RATED BY ESRB

SEGA SPORTS

WORLD SERIES BASEBALL 2K1







Sega Dreamcast

IT'S THINKING

RP


SOONER OR LATER,
PEDRO COMES FOR US ALL.

GameShark

Continued from Page 20

P1 Easily Stunned (New Gen Only)
708DC01C00000040
P1 Never Stunned (New Gen Only)
708DC01C00000000
P1 Super Stunned (New Gen Only)
37A1375900000077
P1 Quick Stun Recovery (New Gen Only)
37A1375900000000
P2 Easily Stunned (New Gen Only)
E93F0B8A00000040
P2 Never Stunned (New Gen Only)
E93F0B8A00000000
P2 Super Stunned (New Gen Only)
6B3B785F00000077
P2 Quick Stun Recovery (New Gen Only)
6B3B785F00000000
Max Super Gauge P1 (New Gen Only)
834B9E1E00000080
Empty Super Gauge P1 (New Gen Only)
834B9E1E00000000
Max Super Gauge P2 (New Gen Only)
834B9E1E00000080
Empty Super Gauge P2 (New Gen Only)
834B9E1E00000000
Infinite Health P1 (Second Impact Only)
AAEB4E8B000000A0
Low Health P1 (Second Impact Only)
AAEB4E8B00000001
50% Health P1 (Second Impact Only)
AAE84E8BC0705035
50% Health P1 (2nd Impact Only)
AAEB4E8B00000050
Infinite Health P2 (Second Impact Only)
81BB921900000A0
Low Health P2 (Second Impact Only)
81BB921900000001
50% Health P2 (Second Impact Only)
81B89219C0705035
81BB921900000050
Sudden Death Mode P1
(Second Impact Only)
585C6B2C00705040
AAEB4E8B00000001
Sudden Death Mode P2
(Second Impact Only)
585C6B2C00705040
81BB921900000001
Infinite Time (Second Impact Only)
585F6B2C00000064
Max Super Gauge P1
(Second Impact Only)
7C8DCC1A00000080
Empty Super Gauge P1
(Second Impact Only)
7C8DCC1A00000000
Max Super Gauge P2
(Second Impact Only)
8EEB921800000080
Empty Super Gauge P2
(Second Impact Only)
8EEB921800000000
P1 Easily Stunned (Second Impact Only)
35793B5F00000044
P1 Never Stunned (Second Impact Only)
35793B5F00000000
P1 Super Stunned (Second Impact Only)
CBEBF8E000000077
P1 Quick Stun Recovery
(Second Impact Only)
CBEBF8E000000000
P2 Easily Stunned (Second Impact Only)
AA2B4E8900000044
P2 Never Stunned (Second Impact Only)
AA2B4E8900000000
P2 Super Stunned (Second Impact Only)
2AA77C5D00000077
P2 Quick Stun Recovery
(Second Impact Only)
2AA77C5D00000000

Sonic

Play as Super Sonic: First, you need to beat the game with all of the characters. When that happens, you will be able to choose Super Sonic from the player select screen. You'll begin as regular Sonic in Mystic Ruins by the lake. Go into the cave (formed be an explosion) until you reach the Green Crystal Shrine. Head around back until you find the place Dr. Robotnik (Eggman) crashed. You'll see a new cinema, and fire will surround the Green Crystal Shrine. Run toward the shrine for another cinema. This is where Chaos comes in. Keep heading toward the shrine and another cinema will be triggered. Once Tails wakes you up, go back to the lake in Mystic Ruins. Now go through the mine car tunnel and another cinema will appear that resembles the first cinema of the game. Sonic will face with Perfect Chaos and his friends will gather all the Chaos Emeralds to make him Super Sonic in the final battle!

Soul

Sophitia's Secret (Works on Japanese Version Only!): Choose Sophitia and press one of the following buttons from the selection screen. Hold it down until you see Sophie do her "pre battle" pose. She will now enter battle with a new color of panties.
X = pink
Y = blue
B = black
R-Trigger = yellow (Press R-Trigger after you choose her or she'll be in metallic mode.)
L-Trigger = doesn't seem to change the color
A = white (original color)
Hidden Commands: As hidden features appear, "3rd Costume," "Weapon Select" and "Metal Model" become available
3rd Costume: In the character select screen, place the cursor on the character, press the Y button and select. Only certain characters have a third costume. Refer to the "3rd Costume" table for a listing of these characters
Weapon Select: In the character select screen, place the cursor on the character and press the L-Trigger to display weapons, then select the desired weapon. For Edge Master and Inferno, this feature will not result in any changes.
Metal Model: In the character select screen, place the cursor on the character and hold down the R-Trigger and select. The Metal Model can be used together with the third costume

Street Fighter

Play as Shin Akuma: On the character select screen, highlight Akuma. Then hold START and press A. The regular Akuma will now be Shin Akuma.

TNN Motorsports:

On the mode select screen, press the following button combinations to unlock these new features in the game. You will hear a voice if they have been entered correctly.
More Colors: Down, Left, Up, Right, X, Y, L Trigger, R-Trigger.
LE-2001 Vehicle: Y, X, Right, Left, Right, Left, Down, Down, Up, Up.
Combat Jet: Left, Right, Down, X, X, X, X.

Tony Hawk's

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Now press and hold the L-Trigger. While holding it, press the following buttons to unlock the cheats as shown. The screen will shake if entered correctly.
All Cheats: B, Right, Up, Down, B, Right, Up, X, Y.
Random Locations to Begin: X, B, A, Up, Down.
Big Heads: X, B, Up, Left, Left.
Infinite Special Meter: A, Y, B, Down, Up, Right.
Play as Private Carrera: Y, Up, Y, Up, B, Up, Left, Y. Exit the game and go to the character select screen. You will see Private Carrera instead of Officer Dick.

Trick

Choose "Cheats" from the options screen and then put in one of the following passwords.
Win Everything: CITYBEACONS
Win All the Time: TEAROUND
Infinite Time: IWISH
Power-up Moves: TRAVOLTA
Big Heads: INFLATEDEGO

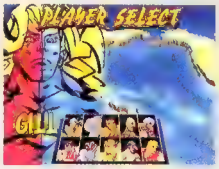
Vigilante 8:

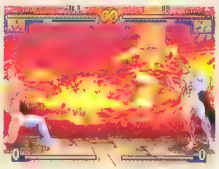
From the main menu, choose the options screen. From there, press the A button on "Game Status," choose your player with A, then press L-Trigger+R-Trigger simultaneously. From here, you can enter these passcodes for the results shown. If entered correctly, you will hear a voice say, "Funky." Be sure to press the A button after entering each code in order to complete it. When you're done with a code, you will have to press L-Trigger+R-Trigger in order to enter a new one.
No Enemies: HOME_ALONE
No Delay Firing: RAPID_FIRE
Monster Wheels: GO_MONSTER
Suspended Cars: JACK_IT_UP
Heavier Cars: GO_RAMMING
Increased Enemy Attack: UNDER_FIRE
Deadlier Missiles: BLAST_FIRE
CPU Picks Features: QUICK_PLAY
Quick Vehicles: MORE_SPEED
Slow Vehicles: GO_SLOW_MO
Floating Cars: NO_GRAVITY
No Wheel Attachment Icons: DRIVE_ONLY
Sequence of Movies: LONG_MOVIE

Street Fighter III: Double Impact

Play as Gill: From the title select screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, access "Option." Then, access "Game Option." Put "Difficulty" to one star. "Damage Level" to eight stars and "Rounds" to one. This will make it easier to beat the game. Once you play and finish the game, go to the player select screen, highlight Sean and press Up. You'll now have Gill.

Play as Akuma: From the title select screen, choose Street Fighter III: Second Impact. On the player select screen, highlight Sean and press Up. Akuma's Triangle will appear and you will now be able to fight as this character.
Play as Yang: From the title select screen, choose Street Fighter III. On the player select screen, highlight Yun and press any Kick button to choose Yang instead.





Virtua Fighter 3tb

Be the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lion and press START, highlight Pai and press START, then press A after moving to the character you want the Alphabet Character to become.
Fight the Alphabet Character: This code works in Normal Mode. On the character select screen, highlight Akira and press START, highlight Lau and press START, highlight Pai and press START, then press A after highlighting the character you want to play.
Play as Dural in Any Mode: On the character select screen, press Down, Up, Right, Left+START.
Play as Dural in Training Mode: At the character selection screen press START+Y+A at the same time.
Play as Gold Dural in Training Mode: At the character selection screen press START+X+A at the same time

Wild

In the middle of your game, press the following buttons to unlock these new game features (note: Right, Left, Down, and Up are D-Pad commands).
Invincibility: Y, Right, B, Left, X, Down.
Friendly AI Units: B, Down, A, Down, X, Y.
Boost: Up, X, Down, B, A, Y.
All Weapons: A, A, Right, Y, A, Right.
Maximum Health: Down, Down, A, X, B, X
Show All Token Locations: Y, B, A, Left, Down, Down.

Zombie

Fighting Mode Stage Select: From the title screen, choose the "Fighting Mode" option. At the "Fighting Mode" screen, press and hold START. While holding START, choose an option with the A button. The stage select screen will appear where you can choose between seven different stages.
Costume Change: On the character select screen, highlight a character and hold START. While holding START, press the X, Y or B buttons for a new costume.



L2 jeans

kohl's goody's mervyn's california

GameShark Codes

Asteroids Hyper 64

Infinite Lives 8007F90E0063
Infinite Points 8107F8FEFFFF
Infinite Armageddon 8107F8920001
Infinite Items on Pickup 8107F8A2270F

Bomberman 64: The Second Attack

Maximum Cash (Story Mode)
D10ABD500000
810ABD500001
D10ABD500000
810ABD52869F
Bombs Always at Level 3 (Story Mode)
800AD7370003
Fire Always at Level 3 (Story Mode)
800AD7330003
Infinite Health (Story Mode)
800AD75F000A
Enable Code MUST BE ON
F1073EE42400
Maximum Health (Story Mode)
D108F9120005
8108F912000A
810AD7620005
810AD762000A

Hydro Thunder

Armed Response 802B5CA2 0001
Enable Code F124FFA02400
Place 1st 812C4C960001
Infinite Turbo 802C4C9D00FF
Enable All Tracks 812B5C940101
812B5C960101
812B5C980101
812B5C9A0101
812B5C9C0101
812B5C9E0101
812B5CA00101
Enable All Boats 812B5CA20101
812B5CA40101
812B5CA60101
812B5CA80101
812B5CAA0101
812B5CAC0101
812B5CAE0101

Kirby 64: The Crystal Shards

Enable Code DE0004000000
Infinite Lives 800D6F4F0003
Infinite Health 800D6E5040C0
Hit Z-Trigger for Max Stars
D1088AB42000
810D6E600000
D1098AB42000
810D6E62001E

Perfect Dark

Note: This requires the Zelda Keycode. Please see instruction manual for Keycode activation.
Infinite Ammo Right P2
Lo Res Level 24
D013E2DF001E
8013D2CA0032
Infinite Ammo Left P1
Lo Res Level 24
D013C66F001E
8013BDFE0032
Infinite Ammo Right P1
Lo Res Level 24
D013C66F001E
8013B65A0032
Have All Weapons P1
Lo Res Level 24
D013C66F001E
8013C6700007

Continued on Page 30

Nintendo 64

Aero Gauge

All Tracks and Vehicles: To do this trick, you must have two Controllers plugged into your system. Press START on Controller One until you get the screen with "Push Start" on the bottom. On Controller Two, press Up+Down C+R-Shoulder+L-Shoulder+Z simultaneously and then release them. Now press START on Controller One to enter the Grand Prix Mode. All the cars and tracks will be available in all modes! The code may be tricky to get at first, so if you're having trouble, try pressing the buttons multiple times to make it work. Once you access the new cars you will be able to select an N64 controller for your next flight.

All-Star Baseball 2001

On the main menu screen, highlight and access the "Game Options." In the "Game Options" screen, scroll until you highlight the "Enter Cheats" option. Access this option and on the cheat code screen, enter one of these passwords for the following modes.
Big Ball Mode: BCHBLKTPTY
Ball Trail Mode: WLDWLDWST
Aluminum Bats: HOLLOWBATS
Small Players: TOMTHUMB
Blurred Graphics: MYEYES
Float to Dugout After an Out: FLYAWAY
Blackout Mode: WTOTL

Armorines: Project S.W.A.R.M.

From the main menu, go to the options screen. From here, access the "Cheats" option. Then, go to the "Enter Cheat" screen and enter one of the following codes.
Big Cheat: GOLDENPIE (You will now have access to all the cheats shown on the "Cheats" menu.)
Invincibility: GODLY
All Weapons Activated: LOADED
Unlimited Ammunition: SORTED
All Missions Activated: SKIPPY
Fast Run: SONIC
Unlock Female Trooper in Multiplayer: GODDESS
Hive Guard Bug in Multiplayer: LEGGY
Volcano Guard Bug in Multiplayer: RUBBER
Egypt Worker Bug in Multiplayer: CLAW
Hive Worker Bug in Multiplayer: UGLY
Pen and Ink Mode: SKETCHY

Banjo-Kazooie

First, beat the game. Go inside Banjo's house and walk up to the picture of the mole. Stand in front of the fireplace (not touching it), and press Up-C. Then, up at the picture of Bottles the Mole. Bottles should congratulate you on finding his hidden puzzle game. Win the puzzle game and Bottles will give you a password. When you're done, exit the puzzle and look up at the picture again - now you get a different, harder puzzle. You can do this up to seven times and each time you will get a new password. (After the sixth puzzle, Bottles will tell you that there are no more games to play. Don't believe him.) Once you've gotten all seven codes, exit Banjo's house and go to Treasure Trove Cove. Enter the puzzle letter room and type out the codes by stomping on the letters. You can't enter any of the codes shown unless you beat the puzzle game that gave you that actual code. To de-activate any codes, go to the puzzle-letter room and type in NOBONUS.
Big Head Banjo: BOTTLESBONJS
Banjo Big Hands and Feet: BOTTLESBONUSTWO
Big Kazooie: BOTTLESBONUSTHREE
Tall Skinny Banjo: BOTTLESBONUSFOUR
Tall Skinny Banjo with Big Hands and Feet: BOTTLESBONUSFIVE
Big Everything (Including Kazooie): BIGBOTT LESBONJS
Washing Machine Banjo: WISHYWASHYBANJO
Secret Codes: First, start a new game or access a saved game. Go to Treasure Trove Cove without changing at Mumbo's hut in Mumbo's Mountain. Get to the Sand Castle, then enter CHEAT on the floor tiles You will hear a mooing sound for each letter of CHEAT you enter. Next, enter one of the following codes on the floor right after you enter the CHEAT letters. You will not hear any confirmation sound until you finish each code. *(Note: The "CHEAT" code may not work in all circumstances of all saved games. Make sure you enter CHEAT every time before putting in any of these codes.)*
Infinite eggs:
BANJOBEGSFORPLENTYOFEGGS
Infinite lives.
LOTSOFGOESWITHMANYBANJOS
99 Mumbo tokens·
DONTBEADUMBOGOSEEMUMBO

Beetle Adventure Racing

Hidden Cheat Menu: Go to One-player Mode and select "Championship Race" on Coventry Cove. While racing, find the short-cut with the barn and two haystacks. Run straight into the haystack closest to the road and you will hear a voice say, "Groovy!" Once you hit it, finish the race. Then you'll see text on your "Player Results" screen that says, "Cheat Menu Activated." Now go to the options and at the bottom, there will be a new option called "Cheats." Enter this option and you will be able to choose between two different cheat types.

Bust-A-Move 2: Arcade Ed.

Another World: At the title/menu screen, press the L-Shoulder, Up, R-Shoulder, Down. If entered correctly, a little green character will appear on the lower right of the screen. Now go to the "Game Select" screen and move over to the Puzzle Mode. The words, "Another World," will be underneath the Puzzle Mode Select this mode to play an entirely new set of levels!

Command & Conquer

Adjust Battle Screen: Hold L and press Up-C or Down-C to magnify and reduce the screen.

Cyber Tiger

From the title screen, choose "Play." Now pick Stroke or Match Play and choose to edit a golfer. Go to the "Edit Name" option and enter one of the following codes for the results as shown
Unlock Kimmi: Choose any character and change the name to Rapper.
Unlock Starr: Choose any character and change the name to Retro.
Unlock Marvin the Alien: Choose any character and change the name to Ufo.
Change the Looks of Liltiger: Choose Liltiger and change the name to Prodigy.
Unlock the Volcano Course: Choose any character and change the name to Sthelens.

Diddy Kong Racing

To enable these cheats you must go into the options screen and enter into the "Magic Codes" option. You can then turn them on and off at will until you turn off the power. If you turn off the power, you will need to re-enter the codes again.
Horn: BLABBERMOUTH
Two-Player Adventure: TWOADVENTURE
All Balloons Are Yellow: BODYARMOR
Disable Weapons: BYEBYEBALLOONS
No Limit to Bananas: VITAMINB
Zap the Zippers: ZAPTHEZIPPERS
Ultimate AI: TIMETOLOSE
Maximum Power-Up: FREEFORALL
Start with 10 Bananas: FREEFRUIT
Big Characters: ARNOLD
Small Characters: TEENYWEENIES
Select Same Player: DOUBLEVISION
Four-Wheel Drive: OFFROAD

Donkey Kong 64

Play Jetpac Anytime: After acquiring 15 Banana Medals, go to Cranky and play the Jetpac game. To obtain the Rareware Coin, you must get 5,000 points in the game. After you do this, take pictures of six fairies with your camera and you will be able to play the Jetpac game any time. Just go to the "Mystery" menu to find this option!
Play Arcade Donkey Kong Anytime: You must first complete DK's Barrel Blast inside Frantic Factory and then a lever will appear. Grab the lever in front of the Donkey Kong Arcade game to play it. You must win the game by beating all of the stages (four in all). After you do this, beat the game once more to obtain the Nintendo Coin. Now, take pictures of six fairies with your camera. After returning to the main menu, go to the "Mystery" menu and you will see an option to play the Arcade Donkey Kong game at any time!

Doom 64

Cheat Menu: Go to the "Password" option and enter 7TJL BDFW BFGV JVVB. This will take you to the first level in the game Pause the game and you will notice a new option, "Features!" Select this to find all you need to conquer the game!

Excitebike 64

On the main menu screen, press and hold the following buttons in this order: Hold L-Shoulder, then hold C-Right, then hold C-Down. While holding these buttons, press A and the "Enter a Cheat Code" menu will appear. On this screen, you may enter any of these passwords as shown.
Big Head Mode: BLAHBLAH
Invisible Rider: INVISRIDER
Stunt Bonus: SHOWOFF
Unlock Every Stunt: TRICKSTER
Mirror Tracks: YADAYADA
Night Mode: On the main menu screen, press and hold the following buttons in this

order: Hold L-Shoulder, then hold C-Right, then hold C-Down. While holding these buttons, press A. The "Enter A Cheat Code" menu will appear. On this screen, input MIDNIGHT.

F-1 World Grand Prix

After pressing START at the title screen, go to the main menu and choose "Exhibition." On the next screen, pick the "Drivers" option. Scroll with the Pad or the Analog Stick until you reach Driver Williams. Press A and choose the "Edit Name" option. Using the Pad, change the last name "Williams" to one of the following codes. When you are finished, exit all the way back to the title screen. Now enter the "Drivers" option again and scroll until you see your new character.

Silver Driver: Chrome

Gold Driver: Pyrite

Hidden Bonus Track: Vacation (Instead of the "Drivers" option, go into the "Courses" and scroll until you see the Bonus Track, complete with a volcano!)

Extra Challenges: You can open up more challenges for the Challenge Mode if you complete three different kinds of challenges and earn a minimum of 60 points. Then the secret challenge "Ultimate E" will open up.

Credits Option: Beat every level in the Grand Prix or Challenge Modes. Appears on main menu screen

Gallery Option: Get first place overall in the Grand Prix Mode on any level of difficulty. Appears on main menu screen.

Fighting Force 64

Level Select and Invincibility: On the main menu screen, hold L Shoulder+Z button+ C-Up+Down-C. This will take you to the character select screen in a few seconds. From there you may press Left-C or Right-C to choose your beginning level. You will also begin the level with invincibility

Gex 64

99 Lives and Every Remote: At the main menu screen, choose the "Load Game" option. On the next screen, choose "Password" and enter M758FQRW3J58FQRW4! as a password. You can see the results of the code immediately by pressing START to pause the game and then moving down to "Stats" and accessing it with button A. Now you can warp to Rez without having to go through the entire game. You'll also have 99 lives to try to beat him!

Ultimate Password: Pick "Load Game," then "Password," then enter M758FQRW3J58FQRW4! (Be sure to include the exclamation point.)

Hidden Level: You can immediately access the N64 exclusive "Gecques Cousteau" (Titanic) level without having any remotes. When you first start the game, go straight ahead to the arch that you can climb on. Go halfway up the left side (the level will turn upside down), stop and go forward off the ledge. If you did this correctly, it should let you walk off the edge and onto the top of the arch, where you will see a platform. Jump onto this platform and it will take you to the entrance of the level

GoldenEye 007

Enter these codes on the "Mission Select" screen with the L and R Shoulder buttons, C buttons and D-Pad. These codes are tricky, so make sure to hold the buttons for about one or two seconds before going to the next step of the code

Facility Unlocked: Hold L-Shoulder+R Shoulder and press C-Up, hold R-Shoulder and press C-Left, hold L Shoulder and press Left, hold R-Shoulder and press C-Up, hold L Shoulder and press Left, hold R-Shoulder and press C Down, hold L-Shoulder and press C-Right, hold R-Shoulder and press Right, hold L-Shoulder+R-Shoulder and press C-Up, hold L-Shoulder and press Right.

Runway Unlocked: Hold L-Shoulder+R-Shoulder and press Left, hold R-Shoulder and press Left, hold L Shoulder and press C-Up, hold L-Shoulder and press Left, hold R-Shoulder and press C-Up, hold R-Shoulder and press C-Down, hold R-Shoulder and press C-Right, hold R Shoulder and press Right, hold L-Shoulder and press Down, hold R Shoulder and press C-Left.

Surface I Unlocked: Hold R-Shoulder and press C-Left, hold L-Shoulder+R-Shoulder and press C-Up, hold L-Shoulder and press Left, hold R Shoulder and press Up, hold R-Shoulder and press Left, hold L Shoulder and press Up, hold R-Shoulder and press C-Down, hold L Shoulder and press Right, hold L-Shoulder and press C-Right, hold L-Shoulder+R-Shoulder and press Down.

Bunker I Unlocked: Hold L-Shoulder and press C-Down, hold R-Shoulder and press Right, hold L Shoulder and press C-Right, hold R-Shoulder and press C-Left, hold L-Shoulder and press C-Down, hold L-Shoulder+R-Shoulder and press Left, hold L-Shoulder and press C-Right, hold L Shoulder+R Shoulder and press Up, hold R-Shoulder and press C-Right, hold L-Shoulder and press Up.

Silo Unlocked: Hold L-Shoulder and press Up, hold R-Shoulder and press C-Down, hold L-Shoulder and press Left, hold R-Shoulder and press Down, hold L-Shoulder and press C-Left, hold L-Shoulder+R Shoulder and press C-Right, hold L-Shoulder and press C-Up, hold R-Shoulder and press Right, hold R-Shoulder and press Right, hold R-Shoulder and press C-Right.

Frigate Unlocked: Hold R-Shoulder and press C-Up, hold L-Shoulder and press Down, hold R-Shoulder and press C-Right, hold L-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press Up, hold L-Shoulder+R-Shoulder and press C-Down, hold R-Shoulder and press C-Right, hold R-Shoulder and press Up, hold L-Shoulder+R Shoulder and press C-Down, hold R-Shoulder and press Up.

Hydro Thunder

Super Start: When the countdown starts ("Three, Two, One, Go Go Go!"), press and hold the A button immediately after the announcer says "One." If your timing is correct, you will boost ahead and a voice will say, "Super Start."

Boost Jump: When you want your boat to jump over an obstacle or to get a boost power-up, just hold the A button and press B+Z at the same time.

Knockout Kings 2000

Big Gloves Trick: Press START to pause the game in the middle of play and enter C-Up, C-Down, C-Up, C-Up, C-Down. You should hear a bell ring five times, which confirms that you entered the code correctly. To disable Big Gloves, simply re-enter the code.

Legend of Zelda: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and throw a bomb right back at you!

Multiple Bottles Trick: Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and, in mid-swing, press START. On the "Select Item" screen, choose any weapon or item (except the fire, fire, or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow, the bow will still work with the special arrows. When you collect ammo for the item, it will go back. *Note: If you cover a needed weapon, you may not get it back!*

Madden NFL 2000

Put in any one of these codes at the "Code Entry" screen to initiate the cheat as shown.

20-Yard First Downs: FIRSTI520

100-Yard Passes: PIGSKINSFLY

More Injuries: PAINFUL

More Interceptions: PICKEDOFF

Less Sacks: QBINTHECLUB

Less Penalties: REFISBLIND

Weird Scoring Rules: DRBENWAY

Dodge City Stadium: WILDWEST



GameShark Codes

Continued from Page 30

Infinite Ammo Left P2
Lo Res Level 24
D013E2DF001E
8013DA6E0032
Have All Weapons P2
Lo Res Level 24
D013E2DF001E
8013E2E00007
Infinite Ammo Left P1
Lo Res Levels 1-23, 25-?
D013EE6F001E
8013E5FE0032
Inf. Ammo Right P1
Lo Res Levels 1-23, 25-?
D013EE6F001E
8013DE5A0032
All Weapons P1
Lo Res Levels 1-23, 25-?
D013EE6F001E
8013EE700007
Inf. Ammo Left P2
Lo Res Levels 1-23, 25-?
D0140ADF001E
8014026F0032
Inf. Ammo Right P2
Lo Res Levels 1-23, 25-?
D0140ADF001E
8013FACB0032
All Weapons P2
Lo Res Levels 1-23, 25-?
D0140ADF001E
80140AE00007
Extra Health P2
Lo Res Levels 1-23, 25-?
D313F34C0005
8113F34C3F80
D313F35C0005
8113F35C3F80
Enable Code - Lo Res Mode
(Must Be On)
EE0000000000
Extra Health P1
Lo Res Levels 1-23, 25-?
D313D6EC0005
8113D6EC3F80
D313D6DC0005
8113D6DC3F80

Pokémon Snap

Rapid Fire Apples and Bombs
80382CB70000
Have Apples, Bombs and Flute
803AE51F0004
Have Apples and Bombs
803AE51F0002
Have Apples 803AE51F0001
Down on D-pad to Stop on Beach Level (C-Up to Start Moving)
D00489E0 0004
802020F5 0001
Down on D-pad to Stop on Tunnel Level (C-Up to Start Moving)
D00489E0 0004
801DDC55 0001
Down on D-pad to Stop on Volcano Level (C-Up to Start Moving)
D00489E0 0004
801FC5C5 0001
Down on D-pad to Stop on River Level (C-Up to Start Moving)
D00489E0 0004
801EF96D 0001
Down on D-pad to Stop on Cave Level (C-Up to Start Moving)
D00489E0 0004
80202225 0001
Down on D-pad to Stop on Valley Level (C-Up to Start Moving)
D00489E0 0004
801D9ABD0001

EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
All-Madden Team: TEAMMADDEN
EA Sports Team: WEARETHEGAME
Industrials Team: INTHEFUTURE
Marshalls Team: COWBOYS

Mario Golf

Password Screen: At the main menu, highlight the the option labeled "Club House" and press Z-Trigger+R-Shoulder+A at the same time.
Toad Highlands Tournament: Put in KPXWNgN3 as the password.
Alternate Costumes: On the character select screen, hold Left-C, Down-C, or Right-C and choose a character
Left-Handed Golfers: On the character select screen, hold the L-Shoulder and choose a character
First Camp Hyrule Cup: Enter oFQ561G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.
First Camp Hyrule Cup: Enter 5VW689O6 as a password at the "Code Entry" screen to play a tournament at the Toad Highlands course with Plum as your player.

MLB Featuring Ken Griffey Jr.

Pitcher Dance: When you are pitching, press Up, Up, Down, Left, Left, Right, Right, Left, Left, Down, Up, Up before you throw a pitch. Your pitcher will then dance right on the mound!
Home Run Griffey: Choose the Seattle Mariners as your team. When Ken Griffey Jr comes up to bat, press Left, Left, Right, Right, Right, Left , Left Once you enter this, he will point his bat to the stands. The next hit should be a home run!
Win the World Series: Choose both the home and away teams as the same team. You will be sure to get the celebration for your team of choice. Go to the stadium select screen and press Left-C, Right-C, Left-C, Left-C, Right-C, Down-C, Up-C, then Z. You will automatically be taken to the celebration!
Blow Up the Batter: When you are up to bat, press Right, Left, Down, Right, Left, Up, Right, Left, Down. Your batter will then explode, but he will return after the next pitch. The timing is tricky on this one, so you may have to enter it a few times to make it work.

NASCAR 99

Hidden Announcer Car: To play as the commentator, Benny Parsons, choose a Single Race from the main menu. On the "Single Race" screen, move down to "Select Track" and choose the Richmond Track. Now move up and highlight the "Select Car" option. With this option highlighted, enter the following code very quickly (within four seconds): Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L-Shoulder, Z, Z

NFL Blitz 2000

Hidden Players: Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers.

Name: BRAIN (Brain)	Pin: 1111
Name: FORDEN (Dan Forden)	Pin: 1111
Name: SKULL (Skull)	Pin: 1111
Name: TURMEL (Mark Turmel)	Pin: 0322

Cyber Tiger

From the title screen, choose "Play." Now pick Stroke or Match Play and choose to edit a golfer. Choose any character, then go to the "Edit Name" option and enter one of these character codes.
Tiger Woods Fan: Cybertw
Cindy: Instyle
Festus the Ghost: Golddgr
EA Gamer: Willi
The Bengal: Tigerrrr
Elvis: Delvis
Bobby: Brat
Robert: Ice





Cheat Codes: At the "Versus" screen, press Turbo, Jump and Pass to change the icons below the helmets. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-Pad or Analog Stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. For example, to enter 1-2-3 Left, press Turbo, Jump(2), Pass(3), Left. *Note: More then one code may be activated per game*
Infinite turbo: 5-1-4 Up.
Fast turbo running: 0-3-2 Left.
Power up offense: 3-1-2 Up.
Power-up defense: 4-2-1 Up
Power up teammates: 2-3-3 Up.
Power up blockers: 3-1-2 Left.
Super blitzing: 0-4-5 Up
Super field goals: 1-2-3 Left.
No interceptions: 3-4-4 Up.
No random fumbles: 4-2-3 Down.
No first downs: 2-1-0 Up.
No punting: 1-5-1 Up
Allow stepping out of bounds: 2-1-1 Left.
Fast passes: 2 5 0 Left
Turn off stadium: 5-0-0 Left.
Late hits: 0-1-0 Up.
Show field goal %: 0-0-1 Down.
Show punt hang meter: 0-0-1 Right.
Use team plays: 1-0-0 Up
Hide receiver name: 1-0-2 Right.
Invisible: 4 3 3 Up
Big football: 0-5-0 Right.
Big head: 2-0-0 Right.
Huge head: 0-4-0 Up
No head: 3 2 1 Left
Headless team: 1 2 3 Right
Team tiny players: 3 1 0 Right
Team big heads: 2-0-3 Right.
No play selection (Teams Must Agree): 1-1-5 Left
Show more field (Teams Must Agree): 0-2 1 Right
No CPU assistance (Teams Must Agree): 0-1 2 Down
Power-up speed (Teams Must Agree): 4-0-4 Left.
Hyper blitz (Teams Must Agree): 5-5-5 Up
Smart CPU opponent: 3-1-4 Down
Tournament mode (2P Game): 1-1-1 Down
Always quarterback (Requires two human teammates): 2-2-2 Left
Always receiver (Requires two human teammates): 2-2-2 Right.
Old day stadium: 5-0-1 Up.
Day stadium: 5-0-1 Down
City stadium: 5-0-1 Left
Old night stadium: 5-0-2 Up
Night stadium: 5-0-2 Down.
Future stadium: 5-0-2 Left.
Old snow stadium: 5-0-3 Up.
Snow stadium: 5-0-3 Down
Roman stadium: 5-0-3 Left
Grass field: 3-0-0 Up.
Asphalt field: 3-0-1 Up.
Dirt field: 3-0-2 Up.
Astroturf field: 3-0-3 Up
Snow field: 3-0-4 Up.
Fog on: 0-3-0 Down.
Thick fog on: 0-4-1 Down
Snowy weather: 5-2-5 Down.
Rainy weather: 5-5-5 Right
Night game: 0-2 2 Right .

NHL 99

More Speed: FASTER
No Goalies: PULLED

Off-Road Challenge

El Cajon Track: On the track selection screen, hold Up on the Control Pad and press L-Shoulder+R-Shoulder simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold Z, and press the A button
Flagstaff Track: On the track selection screen, hold Left on the Control Pad and press L-Shoulder. You'll hear an air wrench sound. Now highlight the Mojave track, hold Z, and press the A button
Guadalupe Track: On the track selection screen, hold Down on the Control Pad and press the R-Shoulder. You'll hear an air wrench sound. Now highlight the Vegas track, hold Z and press the A button.
Monster Trucks. On the truck selection screen, press one of the following C button combinations to get the alternate Monster Truck.
Thunderbolt: Left-C
The Crusher. Right-C.
4x4 Monster: Up-C.
Punisher: Down-C.

Perfect Dark

Press START to pause the game. You'll see the Perfect menu. Move Left or Right to Options and then access the "Cheats" menu. Each option has different unlockable cheats within each category. Listed here are the categories with the missions and times you need to complete them to unlock the cheats.
Fun
DK Mode: Beat Chicago-Stealth Mission on any difficulty setting
Small Jo: Beat G5

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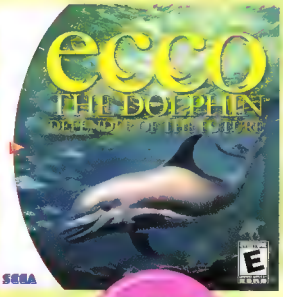
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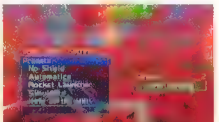
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Building Reconnaissance Mission on any difficulty setting.
Small Characters: Beat Area 51 Infiltration Mission on any difficulty setting
Play as Elvis: Beat Area 51-Rescue Mission on Perfect Agent setting in under 7:59
Slo-Mo Single Player: Beat dataDyne Research-Investigation Mission on any difficulty setting
Gameplay
Invincible: Beat Area 51 Escape Mission on Agent setting in under 3:50
Cloaking Device: Beat G5 Building-Reconnaissance Mission on Agent setting in under 1:40
Marquis of Queensbury Rules: Beat dataDyne Central Defection Mission on Special Agent setting in under 1:30
Jo Shield: Beat Deep Sea-Nullify Threat Mission on any difficulty setting
Super Shield: Beat Carrington Institute Defense Mission on Agent setting in under 1:45
Enemy Shields: Beat Carrington Institute-Defense on any difficulty setting
Enemy Rockets: Beat Pelagic II-Exploration Mission on any difficulty setting
Perfect Darkness: Beat Crash Site Confrontation Mission on any difficulty setting
Weapons for Jo in Solo
Rocket Launcher: beat dataDyne Central-Extraction Mission on any difficulty setting
Sniper Rifle: Beat Carrington Villa-Hostage One Mission on any difficulty setting
SuperDragon: Beat Area 51 Escape Mission on any difficulty setting
Laptop Gun: Beat Air Force One-Anti Terrorism Mission on any difficulty setting
Phoenix: Beat Attack Ship-Covert Assault Mission on any difficulty setting.
Psychosis Gun: Beat Chicago-Stealth Mission on Perfect Agent setting in under 2:00
Trent's Magnum: Beat Crash Site Confrontation Mission on Agent setting in under 2:50
Farsight: Beat Deep Sea-Nullify Threat Mission on Perfect Agent setting in under 7:27
Classic Weapons for Jo in Solo
PP9i: Win all gold stars in the Carrington Institute Firing Range
CC13: Win all gold stars in the Carrington Institute Firing Range
KLO1313: Win all gold stars in the Carrington Institute Firing Range
KF7 Special: Win all gold stars in the Carrington Institute Firing Range
ZZT 9mm: Win all gold stars in the Carrington Institute Firing Range.
DMC: Win all gold stars in the Carrington Institute Firing Range
AR53: Win all gold stars in the Carrington Institute Firing Range
RC-P45: Win all gold stars in the Carrington Institute Firing Range
Weapons
Classic Sight: Beat dataDyne Central-Defection Mission on any difficulty setting
Unlimited Ammo: Laptop Gun: Beat Air Force One Anti-Terrorism on Perfect Agent setting in under 3:55.
Hurricane Fists: Beat dataDyne Central Extraction Mission on Agent setting in under 2:03.
Unlimited Ammo: Beat Pelagic II-Exploration Mission on Special Agent setting in under 7:07
Unlimited Ammo – No Reloads: Beat Air Base Espionage on Special Agent setting in under 3:11
X-Ray Scanner: Beat Area 51-Rescue Mission on any difficulty setting
R-Tracker Weapon Caches: Beat Skedar Ruins-Battle Shrine Mission on any difficulty setting.
All Guns in Solo: Beat Skedar Ruins-Battle Shrine Mission on Perfect Agent setting in under 5:31
Buddies
Velvet Dark: Default Character
Pugilist: Beat dataDyne Research-Investigation Mission on Perfect Agent setting in under 6:30.
Hotshot: Beat Area 51-Infiltration Mission on Special Agent setting in under 5:00.
Hit and Run: Beat Carrington Villa-Hostage One Mission on Special Agent setting in under 2:30
Alien: Beat Attack Ship-Covert Assault Mission on Special Agent setting in under 5:17.

Perfect Dark

Beat Challenges Easily: From the "Perfect" menu screen, use Player 1 and choose "Combat Simulator." On this menu, choose "Advanced Setup." Move down to Load Settings and press A, but don't choose any of the presets yet. Now, using the Player 2 controller, Press START and then press Left with the Analog Stick. Move to any unopened challenge (without stars) and press START. Choose to accept and start the challenge. Player 2 will now be ready and waiting for Player 1. Go back to the Player 1 controller and choose one of the presets. Back on the "Game Setup" menu, press START and you will go into the game. You will be on the Challenge that you chose earlier, but it will only have Player 1 and 2 in it. No simulants will be in the game. Play until the scenario ends (time limit is reached, etc.) and after you go back to the challenge screen, you will see a star in the second position, showing that it has been beaten. This is a great way to unlock all the challenges with ease!









Pokémon Stadium

You must have the Yellow version of the Game Boy Pokémon game for this to work.

Pikachu Talks: Upload Pikachu from the game to Pokémon Stadium. Don't register Pikachu. Now start a battle and use Pikachu. When battling, Pikachu will say its name and have new animations for some of its moves.

Quake II

Unlimited Ammo in Multiplayer: S3T3 NF1N 1T3S HoTS

Low Gravity in Multiplayer: S3TLoWGR V1TY ????

Final Mission Password: To access the "Password" screen, choose "Load Game," then press B when the list of saved games appears. Now enter F6o? VQCH ?BnF DQQ. as password

Timed Mission: First, make sure you have no Controller Pak in the Control Pad. On the title screen where you see "Start" and "Options," highlight "Start" and enter it. On the "Mode" screen, choose a Single game. On the "Start Game" screen, choose Load. When it asks you for a Controller Pak, choose the "Do Not Use" option. This will bring you to the "Password" screen. Now enter FBBC VBBB FBBC VBF7 as a password. You will automatically be brought to a timed game and it will be called "Mission o."

Resident Evil 2

On the title/main menu screen, highlight and choose the "Load Game" option. On the saved games screen, enter the following button sequences for the results as shown.

Invincibility: On the saved games screen, enter Down, Down, Down, Down, Left, Left, Left, Left, L Shoulder, R Shoulder, R-Shoulder, L Shoulder, Up C, Down-C. Once you enter the code correctly, you will be taken back to the previous screen.

Unlimited Ammo: On the saved games screen, enter Up, Up, Up, Up, Right, Right, Right, Right, L-Shoulder, R-Shoulder, L-Shoulder, R-Shoulder, Right-C, Left-C. Enter the code correctly and you will be taken back to the previous screen. Your ammunition will go down to zero, but you can keep firing and it will never run out!

Star Wars: Episode 1 Racer

Debug Trick: Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your

Roundball Ruckus

Kobe Bryant in NBA Courtside

Secret Teams: This is an easy trick, but it will reveal three hidden teams not normally found in the game. While you're at the main menu screen, highlight "Pre-Season" and hold the L-Shoulder button. While holding it, press the A button. At the "Preseason Matchup" screen, scroll to the right until you reach the symbols of three new teams. They are the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.

NBA Jam 99

These codes are to be entered after pressing START to pause in the middle of the game.

Giant Players: L-Shoulder, L-Shoulder, Right-C, L-Shoulder, L-Shoulder, Right-C, L-Shoulder, L-Shoulder, Right-C, Z.
Tiny Players: L-Shoulder, L-Shoulder, Left-C, L-Shoulder, L-Shoulder, Left-C, L-Shoulder, L-Shoulder, Left-C, Z.
Automatically Make Your Next Shot: L-Shoulder, L-Shoulder, C-Up, L-Shoulder, L-Shoulder, C-Up, L-Shoulder, L-Shoulder, C-Up, Z.
Dunk From Anywhere: L-Shoulder, L-Shoulder, C-Down, L-Shoulder, L-Shoulder, C-Down, L-Shoulder, L-Shoulder, C-Down, Z.
Super Push: L-Shoulder, L-Shoulder, Up, L-Shoulder, L-Shoulder, Up, L-Shoulder, L-Shoulder, Up, Z.
Tie the score: L-Shoulder, L-Shoulder, Down, L-Shoulder, L-Shoulder, Down, L-Shoulder, L-Shoulder, Down, Z.
Turn Team on Fire: L-Shoulder, L-Shoulder, Right, L-Shoulder, L-Shoulder, Right, L-Shoulder, L-Shoulder, Right, Z.
Cancel Activated Cheats: L-Shoulder, L-Shoulder, Left, L-Shoulder, L-Shoulder, Left, L-Shoulder, L-Shoulder, Left, Z.

NBA Hangtime

Enter the following codes at the "Team Matchup" screen.
Big Heads: Up, Turbo and Pass at the same time.
Bigger Heads: Up, Up, Pass and Turbo.
No Tag Arrow: Left, Left, Pass and Turbo.
No Drift: Hold Down when entering a matchup. Next, when in the matchup, press Shoot, then Turbo.
ABA: Hold Right when entering matchup. Still holding it, hit Shoot, Turbo, Pass.

NBA Showtime: NBA on NBC

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown, then press the Pad or Stick in the direction indicated by the code (For 4-3-2 Up, you would press Turbo, Turbo, Turbo, Turbo, Shoot, Shoot, Shoot, Pass, Pass, Up).
Tournament Mode: 1-1-1 Down.
Show Shot Percentage: 0-0-1 Down.
Show Hotspot: 1-0-0 Down.
No Hotspots (2p must agree): 2-0-1 Up.
Big Head Mode: 2-0-0 Right.
Alternate Uniform: 4-3-0 Right.
Midway Uniform: 4-0-1 Right.
Home Uniform: 4-1-0 Right.
Away Uniform: 4-2-0 Right.

Secret Agent Man

Mission: Impossible

Enter all of these codes at the "Mission Select" (level select) screen. After you enter a code correctly then you will hear Ethan say, "There, that's better."

Turbo Mode: Up-C, Z, Up-C, Z, Up-C.
Kid Mode: Down-C, Up-C, R-Shoulder, L-Shoulder, Z.
Big Head Mode: Down-C, R-Shoulder, Up-C, L-Shoulder, Left-C.
Big Feet Mode: Down-C, R-Shoulder, Z, Right-C, Left-C.
Uzi with 30 rounds: Right-C, Left-C, Right-C, Down-C, R-Shoulder.
Mini Rocket Launcher with 30 rockets: R-Shoulder, L-Shoulder, Left-C, Right-C, Down-C.
7.65 Silencer with 50 rounds: Up-C, L-Shoulder, Right-C, Left-C, Up-C.
9mm Hi POWER with 30 rounds: R-Shoulder, L-Shoulder, Down-C, Up-C, Up-C.

Rainbow Six

Choose Your Starting Level: On the title/menu screen, choose the "Quick Start" option. When asked to enter the campaign password, use the Analog Stick and put in VZRFTMQ2G8SQ. Now, on the "Choose Mission" screen, you can choose up to 12 different missions!

WinBack: Covert Operations

Trial Mode: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Down and press START. Now Trial Mode will be available. You can play any level in the game in this mode.
Open All Multiplayer Characters: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Up and press START. This will give you access to all the characters, including the bosses!
Max Power: This trick will give you all the game's weapons with unlimited ammunition. On the "Press Start" screen, quickly press C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up, then hold the L-Shoulder and press START. You will hear a gunshot if entered correctly.

initials. While in this screen, hold down the Z button and use the L-Shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L-Shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the Initials screen. Now, while holding Z and using L-Shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push A. It should say, "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the "Pause" menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle Invincibility, AI speed, Intelligence, Mirror Mode and Edit Vehicle Stats!
Auto Pilot: First, put in the Debug Trick. Then while playing a game, press R-Shoulder+Z to activate auto pilot, where you only have to control the speed of your pod racer. Press R Shoulder+Z again to de-activate the auto pilot and get back full control of your racer.
All Tracks and Racers: First, put in the Debug Trick. After that code has been activated, go to the main screen and press and hold L-Shoulder+R-Shoulder. Next, press Right-C. It should say, "All Pods and All Tracks Unlocked" in blue and white flashing letters. The file with all pods and tracks will be at the bottom and will be named "DBG." Go into that file and all the pods and tracks are available for use.
Insult the Favorite: Press and hold the Z button before starting a race.

Super Smash Bros.

Borrow a Life: When playing a team multi-player match, if you are defeated but your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B+Z+START. Be sure to ask for permission from your friend.
Change Outfits: You can change your character's outfits by tapping the four C buttons at the character select screen.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Press and hold the L-Shoulder. While holding L, enter one of the following button combinations. The screen will shake if entered correctly.
Random Locations: Left-C, Right-C, Down-C, Up, Down.
Fewer Falls: Up-C, Right-C, Left, Right-C, Right, Up, Down.
Slow Motion: Down, Down, Up-C, Right-C, Left.
Turbo Skater: Right, Up, Down, Down, Up, Down
Stats Raised to 10: Down, Right, Up, Right, Up, Left, Left-C.
All Tapes: Right-C, Left, Up, Up-C, Up-C, Right, Down, Up.
Faster Specials: Up-C, Left, Down-C, Down-C, Up, Down, Right.

Toy Story 2

Level Select: On the main menu/title screen, use the Analog Stick, not the Pad, and press it in the following directions: Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. You will hear an animal noise if the trick was done correctly. When you begin your game, press Right on the Analog Stick to move to different stages. Now you can choose your starting level!

Triple Play 2000

Three Balls: When you are pitching or up to bat, hold L+R+Z and press Up, Down on the D-Pad or Analog Stick. You will hear a click. One more ball and you walk!
Three Outs: Hold L-Shoulder+R Shoulder+Z and press Down, Up on the D-Pad or Analog Stick. This is a quick way to end the innings!

Turok 2: Seeds of Evil

Enter any of these codes at the "Enter Cheat" option on the main menu screen, or when paused, access the "Enter Cheat" option and enter a code. Access the "Cheats" option to turn on the cheats of your choice.
Big Head Mode: UBERNOODLE
Stick Mode: HOLASTICKBOY
Big Hands and Feet Mode: STOMPEM
Tiny Mode: PIPSQUEAK
Pen and Ink Mode: IGOTABFA
Gouraud Mode: WHATSATEXTUREMAP
Juan's Cheat: HEEERESJUAN
Zach's Cheat: AAHGOO
Blackout Cheat: LIGHTSOLT
Frooty Stripe Characters: FROOTSTRIPE
Unlock All Cheats: Go to the main menu and access the "Enter Cheat" option. Now enter BEWAREOBLIVIONISATHAND. To activate any of the newly unlocked cheats, go to the "Cheats" section from the main menu.
Co-op Single Player Levels: *Note: Must have "Unlock All Cheats" opened for the desired level.*
Begin a Game in Multi: Go to the "Cheats" menu after players have chosen characters. Warp to desired level. You can now play cooperatively on any boss or level. Be careful about warp points – enter at the same time or it will screw up the game by loading two maps at once!

Vigilante 8

From the title screen, access the options menu. In the options, go to the "Passcode" option and enter any of the following codes for the results as shown.
Reduced Gravity: A_MOON_GETAWAY
No Enemies Present: POPULATION_OUT
No Damage: LIVING_FOREVER
All Ending Movies to Play in Sequence: LONG_SLIDESHOW
Choose the Same Car or Enemy Car in 2P Quest: MIX_MATCH_CARS
Unlock All Cars Except Flying Saucer: GANGS_UNLOCKED
Unlock the Flying Saucer: GIMME_DA_ALIEN
Unlock Hidden Levels: LEVEL_SHORTCUT
Enhanced Missile: MISSILE_ATTACK
Hardest Difficulty: I_AM_TOUGH_GUY
Slow Motion Mode: GO_REALLY_SLOW
Ultra High-Res Display Mode: MAX_RESOLUTION
No Weapon Delay While Firing: FIRE_NO_LIMITS
Unlock Everything: JTBT7CFD1LRMGW

WWF Attitude

In Win European Belt Mero and Sable: This unlocks the sexiest woman in wrestling and a dopey complementary wrestler.
Squeaky Voices: This option makes the announcers' voices even more annoying than they already are.
Trainer Cheat: This will unlock the Trainer who is equipped with some big-time moves and a lot of heftiness.
Win First Round of "King of the Ring" Kurrgan and Taka: Brings about two tough and entertaining wrestlers. Taka's the pick of this litter, though.
Win Survivor Series Sgt. Slaughter and Shawn Michaels: Let the charisma shine when you unlock these two stallions.
Win Intercontinental Belt Jaqueline and Chyna: Bring these two lovely ladies to your stable. They're a perfect complement to Sable.
Extra Attributes: You'll have three more points for your created wrestlers, which makes 39 points in all.
Big Head Cheat: You'll have access to big noggins for all the wrestlers with this on.
Win Royal Rumble Paul Bearer and Jerry "The King" Lawler: Two more to choose from.
Win Heavyweight Belt Beep Mode: Bleeps out the potentia. profanities.
Head: Al Snow's mannequin head is now a wrestler.
Ego Cheat: Wrestlers' heads grow as the crowd praises them.

WWF Warzone

Once you've opened one of the features or modes, press L-Shoulder, then the R-Shoulder at the main menu screen to move down to the basement. From here, you can access all of the cheats you've opened!
Random Wrestler: On the character selection screen, hold Up and press Block.
Taunt Your Opponent: In the middle of a match, press A+Left-C together. Or, for an alternate taunt, press B+Down-C together.
Access Dude Love and Cactus Jack: Beat WWF Challenge on "Normal" with Mankind.
Burp and Fart Mode: Beat WWF Challenge with Mosh or Thrasher on any difficulty. Whenever you get hit or hit someone, you'll hear a burp or a fart.
Goldust's Extra Costumes: Beat WWF Challenge on Normal with Goldust to get more costumes.
Ladies Night Mode: Beat WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode. No Wimps Mode.
Disable Blocking: Beat WWF Challenge with Faarooq or Ken Shamrock.
Cool Reflections: Beat WWF Challenge with any wrestler on any mode to turn the wrestler's shadows into full-color reflections.
Play as Sue: Beat WWF Challenge with Owen or Bret Hart to access Sue the ring girl.

WWF WrestleMania 2000

These characters aren't readily available, so here are the methods to open them up.
Dude Love: Win King of the Ring and be part of the main event at Summerslam. Dude Love will come out at the end.
Cactus Jack: Win the Hardcore Belt and then beat Cactus Jack.
Jerry Lawler and Jim Ross: These two WWF announcers join your list of wrestlers once you've made it to WrestleMania.
Shawn Michaels: Win the Royal Rumble and earn a title shot at WrestleMania. Once you win the title, Shawn Michaels will challenge you. Beat this wrestler to unlock him.
Stephanie McMahon: Play as Test for the first month and a half of Road to WrestleMania and she will accompany you.
Paul Bearer: Play as Undertaker for the first month and a half of Road to WrestleMania and he will accompany you.

Xena Warrior Princess: Talisman of Fate

For each trick, first go to the main menu screen and quickly press Right, Right, Left, Left, Right, Left, Right. You will hear a sound. Then enter the codes as shown. You will hear a sound when the code is complete.
Xena VS. Gabrielle (Hope) in Quest Mode: C-Left, C-Left, C-Left, C-Left
Despair As a Playable Character: C-Left, C-Right, C-Left, C-Right.
Higher (Titan) Difficulty Level: C-Up, C-Down, C-Up, C-Down. A new difficulty setting called "Titan" will replace "God" difficulty.

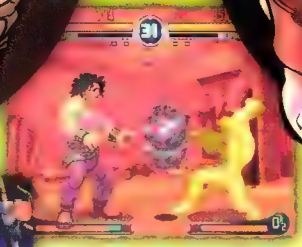
WANT A BRAWL? MAKE IT A DOUBLE.

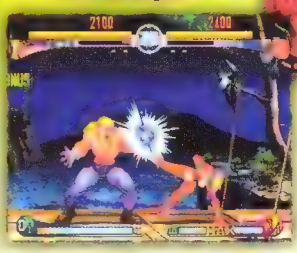


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GameShark Codes

Circuit Pro Bowling 2

Maximum Accuracy 800132A54 0006
Maximum Power 80132A68 0006
Maximum Spin 80132A7C 0006

Covert Ops: Nuclear Dawn

Infinite Health 800104021000
Infinite Ammo Handgun + Long Magazine
E001045D0030
3001045C00FF
E001045F0030
3001045E00FF
E0104610030
3001046000FF
E0104630030
3001046200FF
E0104650032
3001046400FF
E0104670030
3001046600FF
E0104690030
3001046800FF
E001046B0030
3001046A00FF
Inf. Ammo Machine Gun + Custom Barrel
E001045D0032
3001045C00FF
E001045F0032
3001045E00FF
E0104610032
3001046000FF
E0104630032
3001046200FF
E0104650032
3001046400FF
E0104670032
3001046600FF
E0104690032
3001046800FF
E001046B0032
3001046A00FF
Ammo Machine Gun + Twin Magazine
E001045D0033
3001045C00FF
E001045F0033
3001045E00FF
E0104610033
3001046000FF
E0104630033
3001046200FF
E0104650033
3001046400FF
E0104670033
3001046600FF
E0104690033
3001046800FF
E001046B0033
3001046A00FF
E0010469003A
3001046800FF
Infinite Ammo Grenade Launcher + Scope
E0010469039
3001046800FF
Press L1+L2 for Extra Weapons and Keys in Box (Set 1 of 3):
D01FDDBA0005
8001047002FF
D01FDDBA0005
8001047203FF
D01FDDBA0005
800104742EFF
D01FDDBA0005
8001047630FF
D01FDDBA0005
8001047833FF
D01FDDBA0005
8001047A39FF
D01FDDBA0005
8001047C38FF

Continued on Page 44

PlayStation

3 Xtreme

At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results.

Unlock All Exhibition Tracks: VOUYEUR
Unlock All Freestyle Tracks: TRIXXY
Unlock All Alien Characters: ASTROMEN
Unlock Lug Nut: LUGNUT (Lug Nut is a Frankenstein skateboarder with 95% in all attributes.)
Unlock Bink the Alien Skateboarder: BINK
Unlock Red the Car: REDCAR
Unlock Dominique: DOMINIQUE (Dominique is a monster with 95% in all attributes.)
Unlock Nyub the Alien Rollerblader: NYUB
Unlock White the Car: WHITECAR
Unlock TP: TP (TP is a mummy with 95% in all attributes, with a bike called Pharaoh.)
Unlock Geep the Alien Biker: GEEP
Unlock Blue the Car: BLUECAR

40 Winks

First, press START to pause the game and then press and hold the SELECT button while quickly entering these codes.

All 40 Winks: Left, Down, Right, Right, Right (You must do this code while you are in the house)
All Dream Keys: Circle, L1, L2, L1, L2 (You must do this code while you are in the house).
All 10 Moons: Up, L2, Left, R2, Left.
All 50 ZZZs: Right, L1, Up, R1, L1
All 40 Cogs: Down, R2, L1, Up, R2
Big Head: L1, Up, Right, L2, Up

Andretti Racing

Hidden Cars: Here are two codes to enter that will access higher performance cars for your next race. Just choose "Begin Career" and enter your name as GO BEARS! or GO BRUINS! depending on what type of car you wish to race in. At the next screen, choose from several performance cars with incredible records!
Extra Car Options: Just begin a race and press START to pause. Select the option, "Race Statistics," and then press and hold: L1+L2+R1+R2+X+Circle simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.

Area 51

Play as Krohn Hunter: Begin a game and shoot the first three members of the S. T. A. R. squad (the second will be running across the screen and is the most difficult of the three). If done correctly, "Krohn Hunter" will appear at the top just after you shoot the third guy. The screen will then turn green as you are now looking through the eyes of an alien!

Armored Core: Project Phantasma

Fixed Camera: Press and hold Circle+X simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.
Cockpit View: Press and hold Triangle+Square simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.
Change Pilot's Name: With "A.C. Name Entry" highlighted, press and hold SELECT. Then press the X button. You will now be able to change your originally registered pilot's name.
Emblem as Raven's Nest Wallpaper: While in "Edit Emblem," press and hold the L1 and R1 buttons and then press SELECT. The selected emblem will be tiled over the background.

Army Men 3D

After you have started the mission, press the START button to bring up the pause screen. These codes must be put in within about two seconds to work.

Make Sarge Invincible: Hold Square, Circle, L1, L1+L2 (Simultaneously)
All Weapons: Hold Square, Circle, R1, L1, R1+R2 (Simultaneously)

Blast Chamber

Infinite Lives: Go to the main menu screen and with Controller one enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the games option and choose the "Solo Survivor" option. Once you select this, you will have chosen One-player Mode. Go back to the main menu and begin your game. Now when you die in the game, your lives meter will not go down!
Level Passwords: Go to the password screen and enter one of the following codes. Hit the X button to register the password and begin playing.
Ziggurat: NAEMMAAB
Backstab: MAGD EAH
Fall N Arch: NINKPDME
Fugitive: MJKKAMKC
Rainbow: JODPIGEH
Lavapalooza: ICJPABNA

Bust A Groove

Dance Preview: Finish the game under the "Normal" difficulty setting with any character and you'll open the Dance View on the main menu screen. You will be able to view dance moves, mess with camera angles, and other stuff with any of the characters who completed the game. Make sure you save!
Alternate Characters: Highlight a character from the player select screen, hold SELECT, and press X. You'll get that character's alternate costume.
Play as Capoeira: Finish the game under the "Normal" difficulty level with any character. Now you can choose Capoeira.
Play as Robo-Z: Finish the game under the "Normal" difficulty level with any character after you acquire Capoeira.
Play as Burger Dog: Finish the game under the "Normal" difficulty level with Hamm after acquiring Robo-Z.
Play as Columbo (The Mouse): Finish the game under the "Normal" difficulty setting with Shorty after acquiring Robo-Z. Now you will be able to access all the hidden characters in 1p or 2p Mode.

Bust-A-Move 4

Enter these codes quickly at the title screen while the words "Press Start Button" flash.

More Puzzles: At the title screen, press Triangle, Left, Right, Left, Triangle. You will hear a sound and see a little green spinning icon in the lower-right corner of the screen to confirm that it worked. From the game menu, choose "Puzzle" and then pick "Arcade." Choose your difficulty level and then you'll be able to play a plethora of new stages.
All Characters: Right, Right, Triangle, Left, Left. You will hear a cheering sound to confirm that it worked.
Tarot Reading: Up, Triangle, Down, Triangle, Up (this opens in the option menu). You will hear a cheering sound to confirm that it worked.
Talk Demonstration: Square, Up, Left, Down, Right, Up, Square, Down, Left, Up, Right, Down, Square. You must have put in the Al. Characters and Tarot Reading first, for this to work. You will hear a cheering sound to confirm that it worked.

Centipede

Extra Lives: Begin an Adventure game. Now press START to pause the game. While paused, press L1, L1, L2, L1. You will hear a voice say, "Wally, help me!" Press START to unpause the game, then press START one more time to pause. Press Right on the Control Pad and you will add and extra life. Keep pressing Right multiple times to add an insane number of lives!
Invincibility: Put in the extra lives code and make sure the number of lives you add ends in an odd number. The invulnerability text will appear in the upper left corner of the

Gekido: Urban Fighters

Play the game until you get a high score. When the "Hi Score" screen appears, enter one of the following names and then choose "Options" on the main menu for the results shown below.
Deformed Mode: DEFORMANIA
Skeleton Mode: BONECRACK





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PlayStation

ESRB
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Mild Language
Suggestive Themes

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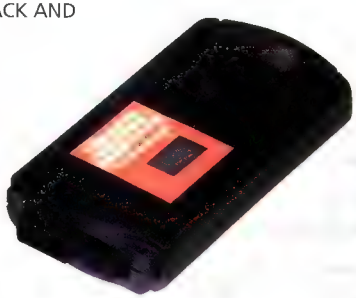
PLAY WIT

BIG IS A RELATIVE

IF YOU'RE TALKING "**MICHAEL CLARKE DUNCAN** BIG" - YOU'RE TALKING *BIG*.
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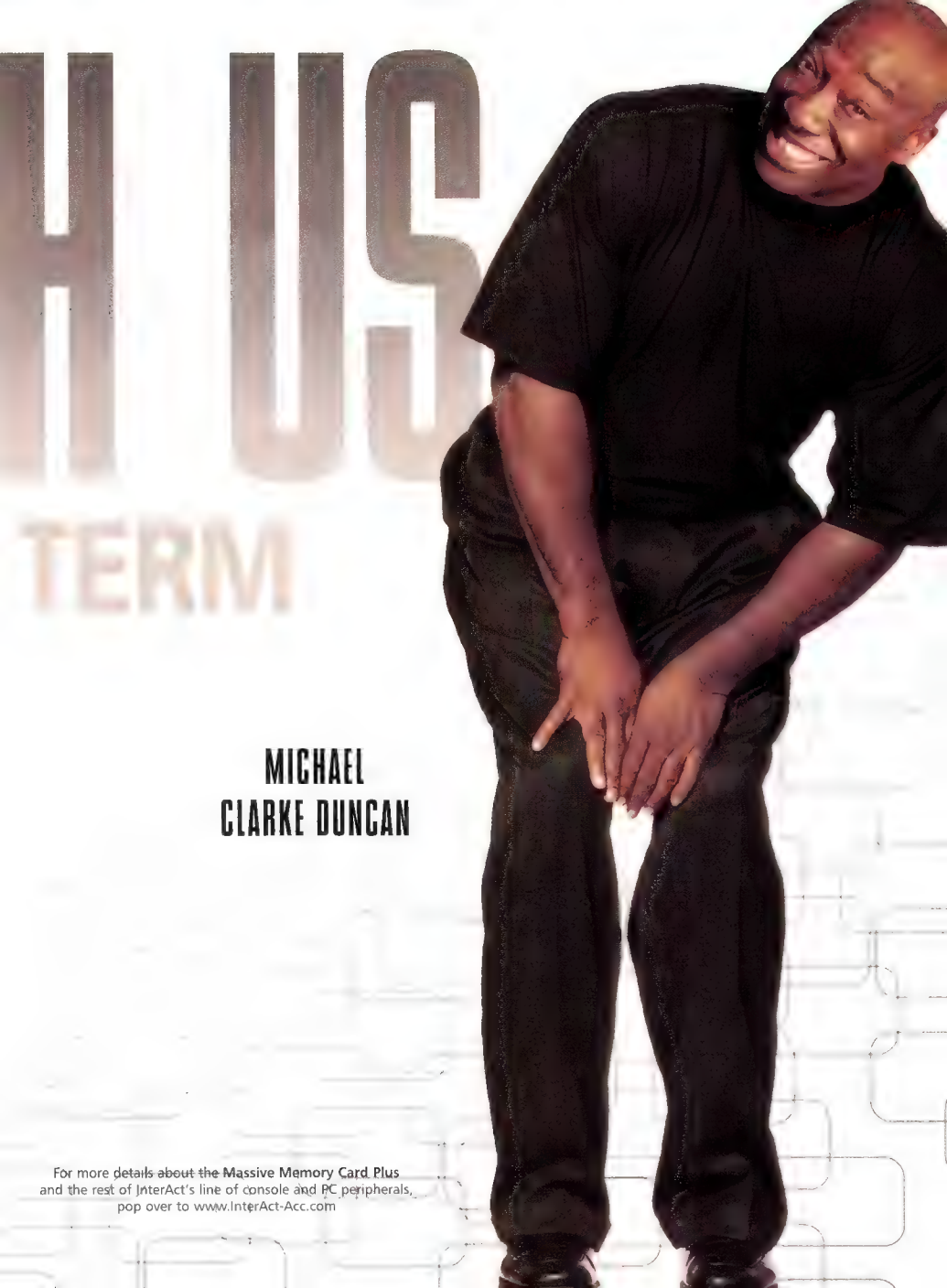


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GameShark Codes

Continued from Page 40

Press L1+L2 for Extra Weapons and Keys in Box (Set 2 of 3)
D01FDDBA0005
8001047E0A01
D01FDDBA0005
800104800B01
D01FDDBA0005
800104820C01
D01FDDBA0005
800104840D01
D01FDDBA0005
800104860E01
D01FDDBA0005
800104880F01
D01FDDBA0005
8001048A1001

Press L1+L2 for Extra Weapons and Keys in Box (Set 3 of 3)
D01FDDBA0005
8001048C1101
D01FDDBA0005
8001048E1101
D01FDDBA0005
800104901201
D01FDDBA0005
800104921301
D01FDDBA0005
800104941401
D01FDDBA0005
800104961501
D01FDDBA0005
800104981701

Press L2+R2 for Items in Box (Set 1 of 2)
D01C98900003
800104700001
D0104700001
800104720601
D0104700001
800104741601
D0104700001
800104762801
D0104700001
800104781801
D0104700001
8001047A1901
D0104700001
8001047C1A01
D0104700001
8001047E1B01

Press L2+R2 for Items in Box (Set 2 of 2)
D0104700001
800104801D01
D0104700001
800104821E01
D0104700001
800104842101
D0104700001
800104862201
D0104700001
800104882301
D0104700001
8001048A2401
D0104700001
8001048C2501
D0104700001
8001048E2601
D0104700001
800104902701

Digimon World

Infinite Lives
801558240003
Have the Best Items With You
8013D4741051
8013D4762062
8013D4783023
8013D47A4034
8013D47B5035

Continued on Page 45

screen if done correctly.

Level Select: First, choose "Adventure" from the main menu screen. When you are on the screen that shows your level, press R1, R1, R2, R1. You will hear a confirming sound. By pressing Right on the Control Pad, you will be able to choose any level and world within that level.

Civilization II

Money Code: After you create your first city, access the "City" option. At the city screen, choose "Rename" and enter the name of your city as CasH. When you enter the upper case H, be sure to hold the R1 button at the same time. Instead of 50, you will start out with almost 30,000 gold! Repeat this code once your money gets low again.

Colin McRae Rally

Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

Command & Conquer: Red Alert Retaliation

In the middle of the game, press the Triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each sequence with the Circle button to obtain the following results.

Win Current Mission: Circle, Circle, Triangle, X, X, Square.

Lose Current Mission: Circle, X, Circle, Square, Square, X.

Unshroud: Triangle, Triangle, X, Circle, Triangle, Square. This turns off the shroud so you can see everything in the leve..

Increase Money: X, X, Square, Circle, Circle, Circle. This increases your money by $1,000 each time you enter the code.

Equip Parabomb: X, X, X, Circle, Triangle, Square

Equip Nuke: Circle, X, Circle, Circle, X, Square. **Equip Chrono:** Square, Circle, Triangle, X, Circle, Circle.

Equip Iron Curtain: Square, X, Circle, X, Triangle, Triangle.

Change Civilian Names: Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.

Soylent Green: Square, X, Square, X, Square, X. Harvest people instead of ore.

Cool Boarders 4

To access these cheates, go to the name entry screen and put in the following pass-codes. You will hear a voice say, "Hey, no cheating" to confirm that you've entered the code correctly.

Every Mountain Available: ICHEAT
Every Special Event Available: IMSPECIAL

Crash Bandicoot

All Levels: Enter the following code at the "Password" screen: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Grind Session

All Tricks Enabled: Press START to pause the game, then press Down, Left, Up, Right Down, Left, Up, Right. "All Tricks Enabled" will appear on the screen. Now when you access the Trick List, you will see all of them are enabled.





Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.

Super Turbo Pads: Triangle, Right, Right, Circle, Left.

Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right

"Unlimited" Tricks: *After entering one of these next tricks, you will have to reset the game to get a different unlimited object.*
Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.
Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.
Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.

Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS." or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode. *At main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).*

Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.
N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Croc 2

Max-Out Your Crystals: On title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like (press the same button sequence) for a maximum of 9,999!

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

Darklight Conflict

Last Level Code: On the main menu screen, highlight and select the "Password" option. Now enter DLXGXKDJH. Once you choose "End," you'll go to the last level.

DarkStalkers 3

Enter these codes at the character selection screen.

Play as Male Shadow: Highlight the "?" box, press SELECT, SELECT, SELECT, SELECT, SELECT, then press any button.

Play as Female (Marionette) Shadow: Highlight the "?" box, press SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, then press any button.

Play as Image Talbain: Highlight Gallon, hold SELECT, then press all three Punch or Kick buttons

Play as Oboro (Shin Bishamon): Highlight Bishamon, hold SELECT, then press any button.

Destruction Derby 2

Access All Tracks: Using Controller One, go into the "Race Mode" screen and select either Wrecking Racing or Stock Car Racing. Select "Championship" at the "Race Type" screen. You will enter a "Name Entry" screen. Enter MACSPOO and hit "End." You should appear at the main screen and the "Track" option will have a red cross through it. Go back into Race Mode and choose a mode and a race type. Now, if you access the "Track Select" option, you should be able to choose from any of the tracks listed. You'll also be able to select tracks such as "The Pit" and "Death Bowl" if you choose "Destruction Derby" as your Race Mode.

Die Hard Trilogy 2: Viva Las Vegas

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. In the middle of the first-person shooting game, press START to pause. Now enter one of these codes (For best results, enter the

Unlimited Ammo code after the Every Weapon code).
Every Weapon: Square, Square, Circle, Circle, L1, L1.
Unlimited Ammo: L1, L1, R1, R1, Circle, Circle
Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.
Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle, Circle
Super Slow Rockets: L1, R1, R1, L1, Triangle, Square.
Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1.
Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access. Now you can watch any movie or choose any starting level in the game!

Dragon Ball GT

These tricks only work in the Two-player and Training Modes
Wire Frame: Have both players decide on the characters they want. To choose them, hold SELECT and then press X. When you go into the battle, both characters will be wire-framed!
Alternative Outfits: Have both players decide on the characters they want. To choose them, press Square+X+Circle simultaneously. You will begin your battle with new clothes.

Duke Nukem: Time to Kill

To change the appearances of Duke and the enemy, pause the game and enter one of these codes
Big Head Enemies: R1, R1, R1, R1, R1, R1, R1, R1, Left
Big Head Duke: R1, R1, R1, R1, R1, R1 R1, R1, Up
Tiny Head Duke: R1, R1, R1, R1, R1, R1, R1, R1, Down.
Note: if you have Big Head Duke and want it to be Tiny Head, just enter the Big Head code again. Duke's head will shrink back to normal and you can put in the Tiny Head code. Otherwise, it will not work. Do the same for Tiny to Big. Pause the game and enter these codes at a slow but even pace. If you enter them too fast, they might not work.
Infinite Ammo: L, R, L, R, SELECT, L, R, L, R
Select All Weapons: L1, L2, Up, L1, L2, Down, R1, Right, R2, Left
All Inventory: R1, R1, R1, R1, R1, L2, L2, L2, L2, L2.
All Keys: Up, Right, Up, Left, Down, Up, Right, Left, Right, Down.
Invisible: L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.
Double Damage: L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.
Temporary Invulnerability: R1, L2, L1, L2, R1, L1, R1, L2, L1, L2
Super Weapons: Right, Right, Left, Right, Right, Left, Right, Right, Left, SELECT.
Level Select: While playing, pause the game and press Down nine times and then press Up. It should say "Level Select." Now quit the game, and on the main menu, you will see a new option that says "Time To Kill." Select it and press Right or Left to choose the level you want to go to. Press X to start playing

Einhänder

Default Gunpod Weapons: Here is a method for you to begin the game with Gunpod weapons. First, get to a point in the game where you can get some gunpod weapons. Next, you must intentionally die and use up all of your lives. On the "Continue Screen 2," let the counter go to zero and the "Game Over" screen will appear. When the title screen appears, select "Game Start." After you select your ship, you will be able to choose from a number of gunpods. The gunpod you choose will now be in your standard default weapons even if you die!

Eliminator

Enter these cheats from within the "ID Selection" screen in the menu.
Secret Level: WAKY_EVL (When the secret level is activated all other cheats should be canceled. The player must shoot the Bonus Pod and reach the end of the level to progress to the next level. If you haven't killed the Pod when he gets to the end of the level, the game will be over. The player must reach the end of the Secret Bonus Level to reach the Secret Boss Level.)
Invulnerability: CLEVALAD (When invulnerability is activated, the player will not take any damage. Do not have the shield effect on when using this cheat.)
Max Primary Weapons: GUNCRAZY (When activated, all primary weapons will be at full strength)
Max Secondary Weapons: MAXMEOUT (When activated, all secondary weapons have an ammo limit of 99)
Cadillac Car: NEWWEELS (When activated, an extra car is added to the in-game ship select screen)
Max Out Time: WAITABIT (On collection of each time pickup, you will be given 10 minutes, regardless of what time the pickups actually show)

Fear Effect

Press START on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.
999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.
Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.
One-Hit Kills with Firearms: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Down, R1.
Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Square, Left, Right.

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Fighting Force 2

Level Select, Unlimited Ammo and Invincibility: When you see the title screen with "Press Start" flashing, press and simultaneously hold L1+L2+R1+Triangle+X+Left. Keep hold ng until you see the level select screen appear. From here you may choose your starting level. When play ng, you will notice that you have unlimited ammunition and that attacks won't decrease your energy. The only thing that can hurt you is fire.

Final Fantasy Tactics

Get Cloud in Your Party: This trick starts in Chapter 4, which is fairly far into the game. In Machinery City you will find an ancient robot. Even though you can't activate the robot, it is important, so be sure to remember it. After getting the robot, go to the Royal Capital and enter the bar. Ask for some information, you should learn about the Saint Dragon and a hunter will ask to join your party. Recruit him and go to the Mining City. When you get there, help the Saint Dragon. You should be able to get the Aquarius Zodiac Stone there. Take the Stone back to Machinery City and use it on the robot. Once it becomes functional, leave. On your way out, you should find another machine. You can't do anything with it just yet, but make sure to hold onto it. Leave the city and head for Nerubes Temple. After fighting Worker No. 7, the Saint Dragon will transform into a young girl and you will get the Cancer Zodiac Stone. Head back to Machinery City. Use the Cancer Zodiac Stone to activate the ancient machine. It will bring Cloud back from the future and he will join you. Now find Aeris in one of the towns nearby and buy some flowers from her. She'll be attacked and Cloud will rush to the rescue. At the end of all this, Cloud will officially join your party.

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below to get these results.
NHL Teams Available: BAILEY
Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)
Bonus Moves: IAMWEAK
Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)





GameShark Codes

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No Virus	8013847E0000
Perfect Balance of Happy and Discipline	8013848a0065
	801384880030
Press Circle to Beat the Game	D0135450FFDF
	80134EB40003
Press Square to Lay Cable	D0135450FF7F
	80138460FFFF
Infinite HP	801557F0270F
	801557F4270F
Infinite MP	801557F2270F
	801557F6270F
Infinite Offense	801557E003E7
Infinite Defense	801557E203E7
Infinite Speed	801557E403E7
Infinite Brains	801557E603E7
Lots of Bits	80134EB8FFFF

Excalibur 2555 A.D.

Press R1+L1 to Skip level	D0089E5AF3FF
	80073050C0003
Infinite Health-Level 1	D008F4D00001
	801222E81000
Infinite Health-Level 2	D008F4D00002
	801326881000
Infinite Health-Level 3	D008F4D00003
	801258981000
Infinite Health-Level 4	D008F4D00004
	801252501000
Infinite Health-Level 5	D008F4D00005
	801115781000
Infinite Health-Level 6	D008F4D00006
	801254501000
Infinite Health-Level 7	D008F4D00007
	80123A081000
Infinite Health-Level 8	D008F4D00008
	801160B81000
Infinite Health-Level 9	D008F4D00009
	80110ABC1000
Infinite Health-Level 10	D008F4D0000A
	8012D9441000
Infinite Health-Level 11	D008F4D0000B
	801323EC1000
Infinite Health-Level 12	D008F4D0000C
	80120F5C1000
Infinite Health-Level 13	D008F4D0000D
	800E1F801000

Jumping Flash 2

Play Only Boss Levels	8001534C000E
	D301534C000F
	8001534C0011
1 Hit Kills Lvl. 1-3 Boss	D0115E4C1770
	80115E4C0001
1 Hit Kills Lvl. 2-3 Boss	D0117EB02710
	80117EB00001
1 Hit Kills Lvl. 3-3 Boss	D010B29C2710
	8010B29C0001
	D011CA342710
	8011CA340001
1 Hit Kills Lvl. 4-3 Boss	D011EE982710
	8011EE980001
1 Hit Kills Lvl. 5-3 Boss	D0126D041B58
	80126D040001
	D01273F81B58
	801273F80000
1 Hit Kills Lvl. 6-3 Boss	D01292FC4E20
	801292FC0001

Legend of Dragoon

Dart: Infinite HP	800BAEFC1770
Dart: Infinite MP	800BAEFE03E7
Dart: Infinite SP	800BAF0003E7
Dart: Max Level	300BAF06003C
Dart: Max Drgn Level	300BAF070032

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GameShark Codes

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Dart: Quick LVL Gain	800BAEF4FFFF
Lavitz: Infinite HP	800BAF281770
Lavitz: Infinite MP	800BAF2A03E7
Lavitz: Infinite SP	800BAF2C03E7
Lavitz: Max Drgn Level	300BAF330032
Lavitz: Max Level	300BAF32003C
Lavitz: Quick LVL Gain	800BAF20FFFF
Shana: Infinite HP	800BAF541770
Shana: Infinite MP	800BAF5603E7
Shana: Infinite SP	800BAF5803E7
Shana: Max Drgn Level	300BAF5E0032
Shana: Max Level	300BAF5F003C
Shana: Quick LVL Gain	800BAF4CFFFF
P Albert: Infinite HP	800BAFD81770
P Albert: Infinite MP	800BAFDA03E7
P Albert: Infinite SP	800BAFDC03E7
P Albert: Quick LVL Gain	800BAFD0FFFF
P Albert: Max Level	300BAFE2003C
P Albert: Max Drgn LVL	300BAFE30032
Haschel: Infinite HP	800BAFAC1770
Haschel: Infinite MP	800BAFAE03E7
Haschel: Infinite SP	800BAFB003E7
Haschel: Quick LVL Gain	800BAFA4FFFF
Haschel: Max Level	300BAFB6003C
Haschel: Max Drgn LVL	300BAFB70032
Meru: Infinite HP	800BB004 1770
Meru: Infinite MP	800BB006 03E7
Meru: Infinite SP	800BB00803E7
Meru: Quick LVL Gain	800BAFFCFFFF
Meru: Max Level	300BB00E 003C
Meru: Max Drgn LVL	300BB00F0032
Miranda: Infinite HP	800BB05C1770
Miranda: Infinite MP	800BB05E03E7
Miranda: Infinite SP	800BB06003E7
Miranda: Quick LVL Gain	800BB054FFFF
Miranda: Max Level	300BB066003C
Miranda: Max Drgn LVL	300BB0670032
Kongol: Infinite HP	800BB0301770
Kongol: Infinite MP	800BB03203E7
Kongol: Infinite SP	800BB03403E7
Kongol: Quick LVL Gain	800BB028FFFF
Kongol: Max Level	300BB03A003C
Kongol: Max Drgn LVL	300BB03B0032
Rose: Infinite HP	800BAF801770
Rose: Infinite MP	800BAF8203E7
Rose: Infinite SP	800BAF8403E7
Rose: Max Level	300BAF8A003C
Rose: Quick LVL Gain	800BAF78FFFF
Rose: Max Drgn Level	300BAF8B0032
All Items	5000FF010001
	300BADB00000
Max Money	800BAC5C05F5
	800BAC5EE0FF
Save Anywhere	8005A3680001
Have All Goods	500012010001
	300BAD6400FF
Max Star Dust	300BAC640063

Legend of Legaia

Camera Controls	D007B7C0 0001
	1007B7900005
	D007B7C00002
	1107B7900005
	D007B7C00003
	8007B6f400A0
	D007B7C0 0000
	8007B6f4 0230
R2 for Debug Mode	D007B7C00002
	D007B83C0003
	8007B83C0000
Max Items/Inf. Items	5000FF020001
	300859080000
	5000FF020000
	3008590900FF

Legend of Mana

Max Offense	8004363CFFFF
Infinite Lucre	80043004FFFF

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Frogger

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.

All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.

Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Gex 3: Deep Cover Gecko

Debug Menu: Press START to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press SELECT to see the Debug menu. This menu gives you options such as choosing your starting level and more!

Invincibility: To make Gex invincible, press START to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!

Blabbermouth Gex: To hear all of Gex's phrases, press START to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the SELECT button to hear Gex's comments whenever you want.

Grand Theft Auto: Director's Cut

Ultimate Cheat: Go to the player selection screen and choose to rename your character with the Square button. Delete the current name and put in HAROLDHAND. Once you do, your picture will be changed into a parrot. Now you will get all levels, weapons, ammo, 9,999,990 points, no cops, armor, coordinates and 99 lives!

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown.

No Police: LOSEFEDS
10,000,000 Points: BIGSCORE
Multiplier x5: HIGHFIVE
All Weapons: NAVARONE
Unlimited Energy: LIVELONG
Most Wanted: DESIRES (Your "wanted" level is maxed out. Everyone will be after you.)
Level Select: When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

Heart of Darkness

All Levels and Cinemas: To do this trick, first turn the game off, then you must make sure to have a Controller in Port Two. Next, hold down all four Shoulder buttons. Turn the game on, and when you get to the main menu screen, access the options screen (while still holding the four buttons). From the options, you'll go to the Treehouse. From there, go to Load Game and you'll have access to all the levels and cinemas in the game!

Irritating Stick

Extra Lives: At the mode select screen, highlight "1P Play" and press Right on the D-Pad four times. Highlight "Tournament" and press Right on the D-Pad one time. Highlight "Course Edit" and press Left on the D-Pad twice. Highlight "Option" and press Left on the D-Pad six times. Now highlight "1P Play" and press X. You will hear the crowd cheer to confirm the code. Now you'll begin the game with seven lives instead of three!

Jade Cocoon: Story of the Tamamayu

Free Mugworts: Start a new game and go through the entire introduction sequence until you get to Kons in Beetle Forest. He will be waiting to train you. Talk to him, then go to attack and defend. He will give you a free Mugwort to start with, then you must disobey his commands while in training. He will make you start over, but you will still have the Mugwort. Repeat this process and he will keep giving you Mugworts. This way you can build up your Mugworts without effort.

Killer Loop

On the main menu screen, press and hold the START button. With START held, press the following buttons for these results.

Class 2 H&K Tripod: Down, Left, Up, Left, Down, Right, Up, Left.
Class 2 Sinus Tripod: Down, Left, Up, Left, Down, Left, Up, Right.
Class 3 Pulse Tripod: Down, Left, Up, Left, Down, Right, Up, Right.
Class 3 Reac Tripod: Down, Right, Up, Left, Down, Left, Up, Left
Class 3 Sinus Tripod: Down, Left, Up, Right, Down, Left, Up, Left (note: This also opens up Killer Loop Mode).
Class 4 H&K Tripod: Down, Right, Up, Left, Down, Left, Up, Right.
Class 4 Sinus Tripod: Down, Left, Up, Right, Down, Right, Up, Right.
Class 4 Pulse Tripod: Down, Left, Up, Right, Down, Right, Up, Left.
Class 4 Reac Tripod: Down, Right, Up, Left, Down, Right, Up, Right
All Tracks: Up, Left, Down, Left, Up, Left, Down, Right.

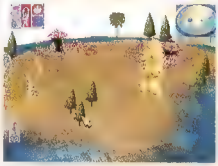
Knockout Kings 2000

Pulsating Heads: Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select your Gym. You will see the boxer's head shrink and grow repeatedly.

Unlock Mills Lane: Go into Exhibition and fight a match in any weight class. During the fight, you must be disqualified by giving your opponent a kick to the stomach three times. Do this by pressing Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the "Exhibition" screen. Choose the Middleweight class and scroll over until you see Mills Lane!

Populous: The Beginning

Cheat Mode: On the main menu screen, begin a New Game. Choose the first scenario, "The Journey Begins." In this level, move the arrow onto a tree in the level and press the X button. Do this for every tree in the level. Once you do this, press START to pause. You will see a new option at the bottom of the list called "Cheats." Now you have access to all buildings, spells and maximum mana!





Legacy of Kain: Soul Reaver

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.
Force: Hold L1 and press Left, Right, Circle, Left, Right, Left
Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

LUNAR: Silver Star Story Complete

Lords of Lunar Mini-Game: Insert the "Making Of Lunar" disc. Then, when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, START. You will be taken to a new title screen called, "Lords Of Lunar!" You and one other player can battle against six computer players. Choose your character for the castle you defend, set up your options and more!

Marvel vs. Capcom

Hidden "EX" Option: Press START at the title screen. When the main menu appears, highlight "Option," press and hold SELECT and then press START. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo guage and more!

Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode: Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. When this mode is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!

Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Powerups." Using this code adds an entirely new dimension to the multiplayer game!

American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English (much like a terrible American movie).

Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col Muller in Multiplayer Mode.

From the options, choose "Password" and enter any of these codes into the Enigma Machine

Unlimited Ammo: BADCOPSHOW
4x Firing Rate: ICOSIDODEC
Reflecting Shots: GOBLUE
Unlock William Shakespeare in Multiplayer: PAYBACK
Unlock Winston Churchill in Multiplayer: FINESTHOUR
Unlock the Raptor in Multiplayer: SSP ELBERG

From the options screen, choose "Password," then enter any of these codes into the Enigma Machine (These codes work in Multiplayer Mode.)

Codes for Multiplayer Mode:
Unlock Wolfgang: HOODUP
Unlock Bismarck: WOOFWOOF
Unlock Otto: HERRZOMBIE
Unlock Noah: BEACHBALL
Unlock Von Braun: ROCKETMAN

Codes Unlocked on the Gallery Screen:
Unlock the Making of Level 1 (History): INVASION
Unlock the Making of Level 2 (History): BIGGRETA
Unlock the Making of Level 3 (History): DASBOOT
Unlock the Making of Level 4 (History): STUKA
Unlock the Making of Level 5 (History): KOMET
Unlock the Making of Level 6 and 7 (History): TWOSIXTWO
Unlock the Making of Level 8 (History): VICTORYDAY
Pictures of the Development Team: DWIGHTEAM
Secret Photo Gallery of Staff: DWIGALLERY
[illegible] Henson Picture: COOLCHICK
[illegible] A. Jones Picture: AJRULES

Mission Log Codes: *For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the "Secret Codes" screen.*

Audie Murphy Mode (Invincibility): MOSTMEDALS
Wire Frames: TRACERON

Cheaters Never Prosper: *Enter these codes on either the title screen or the main menu. You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.*

All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle
Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square
All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle

MediEvil II

Cheats Menu: Press START to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll can also add health, money and weapons!

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

Mission: Impossible

From the main menu, choose the "Load Game" option. Then pick "Password." Now enter one of these codes as shown. Don't worry about the "Bad Password" warning. The codes will still work

Turbo Ethan: GOOUTTAMYWAY
Stiff as a Board: SCAREDSTIFF
Longer Jumps: BIONICJUMPER
Slow Motion Mode: IMTIREDTODAY
See FMVs: SEECOOLMOVIE
Developer's Message: ITOPFSECRETT

MLB 2000

Heavy Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time

Monster Rancher

To do this trick, your breeding status must be in master rank (R-10). You must also have another game called "Tecmo's Deception" to do this trick

Secret Monster: When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

NASCAR 99

Play as Announcer's Car: From the main menu screen, choose the "Single Race" option. On the "Race Setup" screen, choose the "Select Track" option. Now select the Richmond track. Move up and highlight "Select Car" and enter this code within four seconds: R2, R2, L1, L1, L2, L2, R1, R1, R2, L1. You will hear a sound and the Benny Parsons car will appear!

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9PSAU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus

NBA Shoot Out 2000

Hidden Easter Egg Menu: While playing a game, press START to pause and then press the L2+R2+Square buttons simultaneously. The Easter Eggs menu will appear and you will be able to choose new options such as big heads, big feet, gravity, speed, etc.

Nectaris: Military Madness

Story Passwords: Here are the New Story Codes for the game. Enter the following at the password screen.

1. RANDAL	2. HUNDRA
3. CINBER	4. MARLIN
5. BAYARD	6. WEBLEY
7. PARKER	8. MERKEL
9. ITHACA	10. BAIKAL
11. SAVAGE	12. VALMET
13. MAUSER	14. KIMBER
15. BISLEY	16. MEANEC
17. LADNAR	18. ARDNUH
19. REBNIC	20. NILRAM
21. DRAYAB	22. YELBEW
23. REKRAP	24. LEKREM
25. ACAHTI	26. LAKIAB
27. EGAVAS	28. TEMLAV
29. RESUAM	30. REBMIK
31. YELSIB	32. CENAEM

Need for Speed: High Stakes

Cop Code: Enter the game option screen and select the "User Name" option. Enter the name NFS PD. This will allow any unlocked cop car to race on any track.

NHL 2000

Under the "Advanced" options, select Rosters. Now go to the "Player Management" option and choose Create Player. From here, you can create high statistic players as shown.

Awesome Players: Name your player Peter Forsberg or Joe Sakic. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. You can change this player's name, but don't change any other attributes. Create many players like this to get a team with high stats.

Awesome Defensemen: Name your player Sandis Ozolinsh. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Create many players like this to get defensemen with high stats.

Awesome Goalie: Name your player Patrick Roy. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Now you can have a goalie with high stats.

Oddworld: Abe's Exoddus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.

View all FMVs: At the main menu, hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right

Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.

Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. *Note: Skipping sections of the game will decrease the number of saved Mudokons in the game!*

GameShark Codes

Continued from Page 46

Infinite/Max HP P1	80105AE0FFFF
	80105AE4FFFF
	80105AE8FFFF
Select to Fill ST Meter	D01227BC0100
	30105B2800FF
All Items/Infinite Items	5000FF010000
	3004558800FF

Vanguard Bandits

Infinite Health	500003080000
	800076062400
	800076000001
	800076021680
	800076088511
	8000760A0B00
	800076108520
	800076120800
	8002143C1D80
	8002143E0800
	800214401570
	800214429602
All Weapons	50000D030001
	300B7C940000
	500011030001
	300B7CBB0010
	500012030000
	300B7C950063
All Stones	500012030001
	300B7D540000
	500012030000
	300B7D550063
All Amulets	500013030001
	300B7CF40001
	500013030000
	300B7CF50063

Who Wants to Be a Millionaire

Press and Hold L2 for More Time	
	D0044C6EFEFF
	300475D00000
Start on the Million Dollar Question!	
	E01FFE740000
Start on the Million Dollar Question!	
	301FFE74000E
Infinite 50/50 Life Line	E01FFED00000
	301FFED00001
Infinite Phone Life Line	E01FFED10000
	301FFED10001
Infinite Crowd Life Line	E01FFED20000
	301FFED20001

Rainbow Six

Press START to pause the game in the middle of play. Then hold the L1 button and press the following buttons to activate the codes shown below.

All Doors Unlocked: Triangle, Square, Square, Triangle, X, Circle, Square, Triangle.
Invincible Hostages: Circle, Circle, Square, Triangle, X, Triangle, X, Circle.
Reload Ammunition: Square, Square, Circle, Triangle, X, Triangle, X, Triangle.
Terrorists Removed: Triangle, Circle, Circle, Triangle, Square, X, Triangle, Circle.
Remove All Operatives: Triangle, Triangle, X, Circle, Circle, X, Square, Square.

Millennium Pigskin

NFL GameDay 2000

Enter the options screen and choose the "Easter Eggs" selection. Then, enter one of the following codes to activate the corresponding cheat function.

Receivers Catch Better: GLOVES
Super Speed Bursts: JUICE
Super Stiff Arm: PISTON
No Penalties for Home Team: HOME COOKING
Running Back is Juiced: DAVIS
Hidden Difficulty Level: GD CHALLENGE
Large Players: GOLIATH
Tiny Players: FLEA CIRCUS
Tall and Thin Players: PENCILS

Madden NFL 2000

Enter one of the following codes at the code entry screen to activate the corresponding cheat function.

20-yard First Downs: FIRSTIS20
Super Stiff Arm: SMACKDOWN
Super Jump: SPRONG
More Injuries: PAINFUL
More Sacks: QBINTHECLUB
More Fumbles: ROLLERGIRL
Easier Interceptions: PICKEDOFF
No Interceptions: EXPRESSBALL
Less Penalties: REFISBLIND
Big vs. Small Players: MINIME
Camera Follows Football: VERTIGO
Antarctica stadium: XMASGIFT
Dodge City stadium: WILDWEST
EA Sports stadium: ITSINTHEGAME
Tiburon stadium: WEPUTITTHERE
Tiburon Bros. stadium: COTTONCANDY
Industrials team: INTHEFUTURE
Marshalls fantasy team: COWBOYS
All-Madden team: TEAMMADDEN
All '60s team: MOJOBABY
All '70s team: LOVEBEADS
1972 Steelers team: DONTGOFOR2
1972 Raiders team: GETMEADOCTOR
1976 Raiders team: GAMMALIGHT
1976 Patriots team: HACKCHEESE
1981 Dolphins team: 15MOREMIN
1981 Chargers team: BUILDMONKEYS
1985 Dolphins team: CHICKIN
1985 Bears team: DOORKNOB
1986 Browns team: KAMEHAMEHA
1986 Broncos team: BLUESCREEN
1988 49ers team: CALLMESALLY
1990 Giants team: PROFSMOOTH
1990 Bills team: SPOON
1995 Steelers team: STEAMPUNK
1995 Colts team: PREDATORS
1997 Packers team: TUNDRA

NCAA Football 2000

Go to the "Game Options" screen, then scroll down to access the "Secret Code Entry" screen and input one of the following codes.

All Exhibition Mode Stadiums: STADSGALORE
Maximum Recruiting Points: STAFFUP
Super Stats Team: UNSTOPPABLE
Receivers Always Catch the Ball: GIMMEDABALL
Defense Always Intercepts: PIXGALORE
Defense Always Tackles: BRICKWALL
Extra-long Kicks: ICBM
Knock Down Referee for 1 Point: BADCALL
Faster Daylight Effects: TIMEFLIES
View CPU Plays: MINDREADER
View Introduction Sequence: BIGSCREEN
View Entire Rankings: CONTROVERSY

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

South Park

From the main menu, choose the "Enter Cheat" option and enter the cheats as shown.

All Cheats Unlocked: 7BOBBYBIRD (Now go back to the main menu and go into the cheats menu to find a level select and more!)
Unlock Characters in Head to Head Mode: MSLAPUPMEAL: Unlocks Starvin Marvin.
SRAFT: Unlocks Terrance.
PPHAERT: Unlocks Phillip.
VDORTHYSFRIEND: Unlocks Mr. Garrison
ACHEATINGSBAD: Unlocks Mr. Mackey.
Y_OVEMACHINE: Unlocks Chef.
BCHECKATACO: Unlocks Wendy.
EFISHNCHIPS: Unlocks Pip.
HK CKME: Unlocks Ike.
KALLWOMAN: Unlocks Ms. Cartman.
NGOODSCIENCE: Unlocks Mephisto.
QSTARINGFROG: Unlocks Jimbo
,HAWKING: Unlocks Ned
GOJTRANGE: Unlocks Big Gay Al
DELVISLIVES: Unlocks Officer Barbrady.
TMAJESTIC: Unlocks the Alien.

Spyro 2: Ripto's Rage

In the middle of the game, press START to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.

Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.
Parappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.
All Abilities: Circle, Circle, Circle, Circle, Square.
View Credits: Square, Circle, Square, Circle, Square, Circle, Left, Right, Left, Right, Left, Right.

Star Wars: Episode 1 The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+SELECT+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility and play any movie in the game.

Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Supercross 2000

From the "Select Event" screen, have "Quick Race" highlighted and then press R1. Now enter the following passcodes for these results. You'll hear a sound to confirm correct code entry.

The Bikes Never Crash: NoCR4SH
Giants on Mini-Bikes: G14NTS
Supercross on Mercury: M3RCVRY
Supercross on Venus: V3NVS
Supercross on the Moon: MooN
Supercross on Mars: M4RS
Supercross on Jupiter: JVP1T3R
Supercross on Saturn: S4TVRN
Supercross on Uranus: VR4NVS
Supercross on Neptune: N3PTVN3
Supercross on Pluto: PLVTo
Add Hop Button: HoP
Extra Camera Modes: MoR3C4MS
Just the Bikes: NoR1D3RS
Lookout Ichabod!: H34DL3SS
All Riders Get in Your Way: LoCKM3
No More Off Track: NooFFTR4CK
No More Getting Reset: K1PP1NGoK
Bigger Dirt Spray: B1GSPR4Y

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.
Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.
Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.

Big Head Mode: Hold L1 and press Left, Up, X, Down, Up, X.
Special Available Anytime: Hold L1 and press Square, Up, Left, Up, Circle, Triangle.
Get 10X Multiplier: Hold L1 and press Triangle, X, Triangle.
Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.
Slow Mo: Hold L1 and press Left, Square, Left, Square, Left, Square, Left.
Go To Restart Option: Hold L1 and press Circle, Square, Circle, X.
Get All Practice Mode Levels: Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu. You will have all Practice Mode levels.
Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the R1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.

Trick'n Snowboarder

Play as Resident Evil 2 Characters: *Note: The RE2 characters are available for play only in Free Mode.* At the title screen, press the following buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle. If you did it right, you will hear a minor audio cue. Now, select Free Mode. Once you are in the character select screen, press L2 or R2 to use the Resident Evil 2 characters: Leon, Claire and the dreaded zombie cop.

Triple Play 2001

Triple Play Dream Team: From the main menu screen, choose Big League Challenge. When you get to the player select screen, hold L1+R1+Up simultaneously. Keep holding these until you hear the announcer say, "Triple Play Baseball." Now you'll be able to play as this team in Big League Challenge mode.
Announcers: *During a game, press and hold the L1+L2+R1+R2 buttons. While holding these, press the following buttons to get the different types of quotes from the announcers.*
Baseball History: Up, Triangle, Right. Circle.
Weather: X, Down , Triangle, Up.
Trivia: Down, X, Right, Circle.
More Batter Info: Left, Square, Up, Triangle.
Note: This will only work on certain batters.
Skinny Players: 1 HR in a game with a player who weighs less than 160 (13 players-allow created players).
Large Players: 1 HR in a game with a player who weighs over 250 (4 players-allow created players).
Strong Arm: 2 Outfield Assists by same player in a game / 2 Pickoffs by same player in a game / 2 Caught Stealing by same player in a game.
Fast Players: 3 SB by same player in a game.
Big Glove: 1 diving catch/wall climb in a game by team.
Huge Glove: 2 diving catches/wall climbs by in a game by team.
Pulsating Glove: 3 diving catches/wall climbs in a game by team.
Big Head: 4 runs scored in a game by team.
Huge Head: 8 runs scored in a game by team
Pulsating Head: 12 runs scored in a game by team
Big Baseball: 3 Ks in a game by team.
Huge Baseball: 6 Ks in a game by team.
Flaming Baseball: 9 Ks in a game by team.
Pencil Head: 6 Ks in a game by team (against User).
Tall Players: 8 hits in a game by team.
Tiny Players: 12 hits in a game by team.
Tiny Head: 16 hits in a game by team.
Powerup Offense (Every player on team's offensive attributes slightly increase): 8 HR hit in a game by team.
Powerup Defense (Every player on team's defensive attributes slightly increase): 3 double plays turned in a game by team.
Powerup Speed (Every player on team's speed attributes slightly increase): 6 SB in a game by team.
Invisible Players: Three Triples in a game by team.
Big Bat: 2 HR by same player in a game

Small Bat: 3 Strikeouts by same player in a game.
Pulsating Bat: 5 runs scored by same player in a game
Superstar Difficulty (Better than All-Star): Defeat a team in Single Game with All-Star difficulty setting
CPU Assist (Catch-up logic): Defeat a team by more than 10 runs.
Unlock Hank Aaron: 2 HR over 500 ft. from same player in same game (any team) OR hit 50 HR in 1 season with an Atlanta Brave (Season Mode only)
Unlock Babe Ruth: Hit a HR with the pitcher (any team) OR Win the World Series with Boston (break the "curse of the bambino")
Unlock Willie Mays: 4 diving putouts (catches over the wall climb/drive and throw out runner) in a game (any team) OR collect a HR, a SB, and make a diving putout with the same player in any post-season game (Season Mode only)
Unlock Frank Robinson: Lead-off the game with back-to-back HR's (any team) OR Player from user team wins National League Triple Crown (Season)
Unlock Harmon Killebrew: 3 HR over 500 ft from any players in same game OR win the World Series with the Minnesota Twins (Season Mode only)
Unlock Reggie Jackson: Hit 10 HR as a team in a game (any mode) or hit 3 HR with the same player in any World Series game (Season Mode only)
Unlock Mike Schmidt: 4 HR from same player in same game (any team) OR win the World Series with the Philadelphia Phillies (Season Mode only)
Unlock Mickey Mantle: Hit a home run longer than 565 feet (any team) OR have a player from a user team win an American League Triple Crown (Season Mode only)
Unlock Jimmie Foxx: 8 RBI's from same player in same game (any team) OR collect 175 or more RBI's in a season with the same player (Season Mode only)
Unlock Willie McCovey: Hit back - to back - to back home runs in a game (any team) OR win the World Series with the San Francisco Giants (Season Mode only)
Unlock Ted Williams: Collect 6 hits with the same player in a game (any team) OR have a player hit .400 in an entire Season
Unlock Eddie Mathews: 3 triple play (any team) OR win the home run crown with a Milwaukee Brewer (Season Mode only)
Unlock Ernie Banks: 6 double plays (any team) OR win the World Series with the Chicago Cubs (Season Mode only)
Unlock Mel Ott: Hit a home run with some one who is 5'7 or less (any team, including created players) OR hit a grand slam home run in any post-season game (Season Mode only)
Unlock Eddie Murray: Hit a home run from both sides of the plate in a game with same player (any team) OR win the World Series with the Baltimore Orioles (Season Mode only)
Unlock Lou Gehrig: Have a user-controlled player hit for the cycle in a game (any mode) OR win 117 or more games with a user-controlled team in a season (Season Mode only)
Unlock Jackie Robinson: Steal 4 bases with the same player (any mode) OR steal home in any post-season game (Season Mode only)
Unlock Ty Cobb: Steal home 2 times in same game (any team) OR win the World Series with the Detroit Tigers (Season Mode only)
Unlock Satchel Paige: Strike out 5 consecutive batters with the same pitcher in a game (any mode) OR strike out 150 or more batters with the same pitcher in a season (Season Mode only)
Unlock Cy Young: Pitch a complete game shutout (minimum 5 innings - any team) OR win 25 or more games with the same pitcher in a season (Season Mode only)
Unlock Island Stadium: Win a game by 3 runs in Coors Field, Pacific Bell Park, Kauffman Stadium and Edison International Field.
Unlock Space Stadium: Hit a ground rule double in a game in any stadium

Street Fighter EX 2 Plus

After unlocking these fighters, they can be found on the character select screen.
Play as Garuda: At the main menu, highlight "Arcade" and press SELECT, SELECT, SELECT, Right, SELECT, SELECT, Down, SELECT, SELECT, SELECT.
Play as Shadow Geist: At the main menu, highlight "Versus" and press SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, SELECT, Up, SELECT, SELECT, SELECT
Play as Kairi: At the main menu, highlight "Option" and press SELECT, Right, SELECT, SELECT, SELECT, Down, SELECT, SELECT.
Play as Hayate: At the main menu, highlight "Bonus Game" and press SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT.
Satellite Fall and Excel Bonus Games: At the main menu, highlight "Bonus Game" and press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT, SELECT.
Bison II Bonus Game: At the main menu, highlight "Bonus Game" and press SELECT (13 times), Up, SELECT, SELECT, SELECT, SELECT, Down, SELECT (14 times).
Maniac Mode: At the main menu, highlight "Practice" and press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT.
Maniac Mode Sample: At the main menu, highlight "Practice" and press SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT. "Sample" will be in the Maniac Mode pause menu.









WCW Mayhem

All Wrestlers: PLYHDNGYS
Play as Same Wrestlers: DPLGNGRS (Play as the same wrestler as your opponent in versus mode)
Full Attribute Wrestlers: MKSPRCWS
All Backrooms: CBCKRMS (Now you can fight in the backstage areas in a one-on-one fight by running to the entrance. Have both wrestlers move toward the back. You can choose which area you want in the match options under Match Setup.)
Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium.)
Enable Quest Cheat: CHT4DBST (In Quest For The Best Mode, press Right to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the ranks!)

Who Wants to Be a Millionaire

Replacement Names: Go to the "Enter Your Name" screen. If you enter REGIS PHILBIN as your name, Regis will say something and deny you use of that name. He will then replace it with another name such as DREAMER, F BBER, or SMARTY PANTS. If you choose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN, or CODY. Entering the name, DAN BONSKY (one of the millionaire winners), will get you the replacement name, PHONY.

Wipeout 3

Enter the following codes as default names.
All Tracks: WIZZPIG
Phantom Class: JAZZNAZ
Bonus Ships: AVINIT

Lotsa Lara

Tomb Raider

Level Skip: To access the Level Skip, just begin playing within your game and then hit SELECT. While in the "Inventory" screen, enter L2, R2, L1, Circle, Triangle, L1, R2 and L2. When you return to your game, you'll proceed to the next level!
Weapon Cheat: When you are in the game, go to the "Inventory" screen by pressing SELECT. Press L1, Triangle, R2, L2, L2, R2, Circle, L1. You will hear Lara make a sound. Now press the X button. Go back into the "Inventory" screen with SELECT. You now have access to all the weapons!

Tomb Raider 2

Enter these codes to get some helpful and not-so-helpful-but-funny, results. Each code must be entered while in a level.
Level Skip: Sidestep left, sidestep right, sidestep left, walk one step back, walk one step forward, turn around three times, then do a front jump and turn around in midair (Up+Square, then Circle).
All Weapons: This trick is the same as the level skip, except at the end you do a backflip and turn instead of a front jump. You should hear a click if you did the trick right.

Tomb Raider 3

In the middle of the game without pausing, enter any of these cheats as shown.
All Weapons: L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2. You will hear a scream.
Full Energy: R2, R2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2. You will hear her grunt.
Level Skip: L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2. Lara says, "No."
All Secrets (access All Hallows): L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2. Lara will sigh.

Tomb Raider: The Last Revelation

Hang from a ledge that is facing north, otherwise it will be nearly impossible to do this. Now press the SELECT button to go into your "Inventory" screen. From this point, do one of these methods for the results as shown.
All Items: While the compass faces north, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-Pad. While holding these, press the Triangle button to exit the "Inventory" screen.
All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button to exit the "Inventory" screen.
Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button to exit the "Inventory" screen.

Game Boy

Adventure Island II

Stage Select: Enter 0894 on the password screen. Now you can start on the first stage with 99 of every power-up item.

Armorines: Project S.W.A.R.M.

Cheat Screen: From the title screen, access the "Password" option. Now enter BBBBBBBB as your passcode. You will be taken to a cheat screen where you may gather power-ups and choose your starting world.

Asteroids

Enter the following codes on the "Password" screen.

Open Cheat Menu: CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability.)
Get the Excalibur Ship: PROJECTX
Unlock Classic Mode: QRTREATR

Babe and Friends

Level Passwords: Go into the options and enter these passwords with the B button.
Level 2: BoB
Level 3: RN6
Level 4: G5M
Level 5: RM1
Level 6: N6W
Level 7: TYQ

Batman

Sound Test: There is a hidden Sound Test Mode. To activate it, simply press Up and Right simultaneously, then press START The sound test will appear and enable you to select from all of the game's audio tracks.

Battletoads in Ragnarok's World

Five Lives: At the title screen, hold Down, A and B, then press START. If you have to continue, do the code again to play again with five players.

Boarder Zone

Hidden Time Track: From the main menu, enter the "Options" screen. Highlight and access the "Password" option. Now put in your password as 020971. The screen should tell you that you've opened a new level. Now go into Challenge Mode and access the "Time" option. After selecting your board and rider, move Left on the course select screen and you will be able to access the hidden fourth track.

Boomer's Adventure in Asmik World

Stage Select: Enter ANCIENT as a password. Change the number of the stage by pressing Up or Down. If you select a stage with a punctuation mark after the number, the stage numbers will decrease. If you select a stage that has no punctuation mark after the number, the stage numbers will increase.

Bubble Bobble Part 2

Extra Puzzles: For your password, put in <5→)V. Press START to get the "Stage Select" screen. Use up and Down to cycle through the stages, and press START to begin Do not select "Exit." If you do, it will not work.

Bust-A-Move 2: Arcade Edition

Extra Puzzles: Press A, Up, B and Down on the title screen. If the code is entered correctly, a small figure will appear in the corner of the screen.

Bust-A-Move 4

Extra Puzzles: On the title screen (while "Press Start" is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Mode!

Carmageddon

40,000 Credits, All Groups and Levels: On the main menu screen, highlight and select the "Enter Password" option. Now put in o76SZD(SKULL)V as password, then choose "Yes."

Castlevania: The Adventure

Secret 1-Up: This is a very simple tip that will allow you to raise your reserves of lives by one. When the game begins, ignore the first torch you see. Whatever you do, don't whip it! If you collect all the torches after that, you'll discover that one will become a 1-Up instead of just being another coin.
Hidden Rooms: Hidden within each level are secret rooms filled with weapon and health power-ups, not to mention free lives! To locate these rooms, you must continue to climb the rope to the right of the first big tree stump (Level One), then jump off the rope to the right in the middle of the stone shaft just one screen after escaping the horizontal spikes (Level Three). Now go kill Dracula!

Castlevania II

These codes are entered from the "Password" option. There will be four boxes and you can scroll through various icons. Insert the icons in the patterns shown below.

Extra Lives: Put a Candle in the first two boxes and a Heart in the second two. Now you will be able to start your adventure with a full supply of nine lives!
Sound Select: Put a Heart in all four boxes. You will see a box that says, "Sound Select." Now you can scroll through the game's three different musical selections as you prepare to play!
Secret Password: Put a Heart in the first box, an Eyeball in the second, a Candle in the third and leave the fourth empty. Now press START and you will be put in the beginning of Dracula's castle. Put in an Eyeball, a Heart, a Candle and a Gear in the boxes and you will be in the room with the final boss, Dracula!

Caterpillar Construction Zone

Stage Select: On the title screen, move down to Continue and access it. Now put in your password as BG6S and press the "Done" option. Now you will be in the game. Press START and access the "Passwords" option. You will now have passwords to all the stages and levels in the game. Choose any of these levels and you will automatically begin there.

Chase H.Q.: Secret Police

Level Password: Enter MMQG at the password screen This will give you access to any level up to 10. Just scroll Left to access the previous levels.

Contra: The Alien Wars

Level Four on Easy Mode: Now you can go to Level Four on Easy Mode (you normally end the game at Level Three). After the cinema, you will reach the title screen. Move the cursor down to "Password" and press START. On the password screen, enter the code 21LN.

Dead Heat Scramble

Stage Select: On the title screen, press B eight times, A eight times and then press B one less time than the stage you want to go to. For example, press B four times for Stage 5.

Donkey Kong Land 3

Bonus Stage: Go to the Cape Codswallop's level, Total Recoil. When you begin the stage, jump toward the left to enter a bonus stage.

Duke Nukem

Enter the following codes on the title screen when "Press Start" is flashing.
Invincibility: Up, Down, Down, Left, Right, Left, Up, Up.
Level Select: Left, Right, Up, Up, Down, Up, Right, Left.





Faceball 2000

Level 01 to 10 Warp: When you get to the flashing section of wall at the end of the first level, turn 180 degrees and fire at the wall. The wall will disappear, revealing a clue item that will warn you that you are nearing the warp. Move forward and shoot the next wall to reveal another flashing wall. Walk into it to warp to level 10!
Level 10 to 20 Warp: As soon as you see the Level 10 exit, turn 180 degrees and fire at the wall. A new exit will open up that takes you straight to Level 20!

Game Boy Camera

Hidden Game: On the main menu screen, access the "Play" option. When the "Space Fever II" game begins, don't shoot either of the first two icons (the ones that will take you to the "D.J." or "Ball" game). Instead, wait for them to go away and play the space game until you get a high score of 2,000 points or more. Once you do this, exit the game and then go back into the "Play" option again. This time, a question mark icon will appear in the middle of the others. Shoot this icon in the beginning of the game and you will be taken to a hidden game called "Run! Run! Run!" This game will also utilize your game face. If you get first place in the game, press the A button rapidly to raise the flag. Once it reaches the top, a crown will drop onto your head!

Ghosts 'N Goblins

From the main menu, move down to password and enter the following code to get to the last level and face the last level boss.
Final Boss: N8C(Heart Icon)K4ON

Godzilla: The Series

On the main menu screen, choose "Password" and enter any of the following codes.
Level 2: NCFRGJJBBK
Level 3: DMTFLSBFQM
Level 4: PKDJMPLNPS
Level 5: KDQLHRNDCN
Level 6: DQSPCFPFJR
Full Power on Last Level: DMJMBJRFFR

Go Go Tank

Seven Chances: On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right, START. You'll have seven lives and seven continues.
Invincibility: On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left, START.

James Bond 007

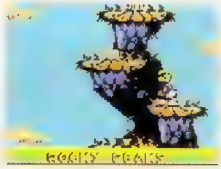
Begin a new game and pick an empty file. When asked to enter your name, put in one of the following names to play the corresponding card game.
Blackjack: BJACK
Baccarat: BACCR
Red Dog: REDOG

Kirby's Dream Land

Special Config. Mode: At the title screen, press and hold Down+B+SELECT. Using the D-Pad, you can choose different options. On the Sound Test, press A to enter it so you can listen to different sounds from the game.

Rayman

Pause in the middle of the game and then enter one of the following codes.
World Map: A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.
All Powers Available: Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.
Gain Back Energy: B, Right, A, Up, B, Left, A, Down, B, Right.





Secret Bonus Game: On the title screen, hold Up+A+SELECT at the same time. The word "Extra" will appear. Press START to play the Bonus Game.

Kirby's Pinball Land

Fight Only Bosses: At the title screen, press Right+SELECT+A+B at the same time. Now you'll see a black cat run across the high score screen. Press START to begin your game and you will end up at a screen with the names of all the bosses. Move Kirby to the star by the name of the boss against which you want him to begin. Defeating three bosses will let you face King Dedede!
Play Bonus Games: At the title screen, press Left+B+SELECT. Start a new game. Go to any stage and you'll be at the bonus game of that stage!

Lion King

Level Skip: While playing, pause the game by pressing SELECT, then press B, A, A, B, A, A and the game will automatically skip to the next level.

Lucky Luke

Train Stage: Luke, Horse, Horse, Old Man, Luke.
Buffalo Stage: Coyote, Horse, Luke, Old Man, Old Man.
Cheyenne Mountains: Old Man, Coyote, Luke, Horse, Coyote.

Mario Golf

Golf Left-Handed: Press and hold the SELECT button. While holding this, press the A button if you choose Mario, Wario, Luigi or Club Champs, that golfer will be a left-handed player.
Infinite Retries: Before completing a hole, save your game and exit. Don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

Mega Man 5

Power-up Arm Weapon: After you die on a stage, the "Game Over" screen will appear. Press B to continue. Die and continue two more times at the same stage. At the third continue, the screen will change to Dr. Light's laboratory. He will have just finished developing the Turbo Accelerator for your arm weapon and he will give it to you. Die and continue again on the same stage and he will give you another Turbo Accelerator item for even faster fireball shooting.

Men in Black

Levitate Code: From the Command Center, highlight and enter the "Access Codes" option. Now put in 0601. The screen will say, "Error." Press START and you'll go back to the Command Center. Begin your game and while you're standing, press and hold SELECT+Up to float into the air. While in the air, press Left or Right to move.
Acquire the Noisy Cricket Gun: After entering the fly code, press the SELECT and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that will knock you back if you stand still!
Skip Stages: Put in 2409 as a password and then begin a new game. To skip to the next level, press START to pause and then press Select.

Mr. Nutz

The following codes are entered as passwords.
Journey Skip: NNSTTR (In the middle of a game, press and hold START, then press SELECT. You will be warped to the next journey in the level!)
Adventure Park Level: DDMMNN
Living Room Level: NNRRGG
Volcano Underpass Level: CCLLRS
Mean Streets Level: JMPPR
Ice Scream Level: SWWTCH

NBA Jam: Tournament Edition

Enter the following codes at the "Tonight's Match-Up" screen.
Always On Fire: Down, Right, Right, B, A, Left.
Super Dunks: Left, Right, A, B, B, A.
More Interceptions: Left, Left, Left, Left, A, Right.
More Three Pointers: Up, Down, Left, Right, Left, Down, Up.
High Shots: Up, Down, Up, Down, Right, Up, A, A, A, A, Down.
Slippery Court: A, A, A, A, A, Right, Right, Right, Right, Right.
Legal Goal Tending: Right, Up, Down, Right, Down, Up.
Display Shot Percentage: Up, Up, Down, Down, B.

Nemesis

To enable the following codes, first start a game and then pause it by pressing START.
Full Options Plus: Press Up, Up, Down, Down, Left, Right, Left, Right, B, A and START.
Full Speed and Shields: Press B five times, then A five times. This will work once per game.
Full Power Option: Press the A button, then Left four times, then repeat the sequence four more times. Use this code only if you want a real challenge; it will take away all your ship's accessories!
No Power-Ups: Press Up, SELECT, Down, SELECT, Left, SELECT, Right and SELECT, then repeat this sequence twice more. Use this code only for added challenge—it prevents you from powering up your ship!

NFL Blitz

From the main menu screen, choose Exhibition Mode and then pick your team. At the "Matchup" screen, press the following buttons for the code results as shown.
No Fumbles: START, START, START, START, B, B, A, A, A, Down.
Infinite Turbos: START, START, START, START, START, B, A, A, A, A, Up.
Night Game: START, START, B, B, A, A, Right.
No Pointer: START, START, START, B, B, B, A, A, A, Left.
Invisible Receiver: START, START, START, START, B, B, B, A, A, A, Up.

Operation C

Input the following codes at the title screen.
Stage Select: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START.
Listen to Sounds: Up, Down, Left, Right, A, B, START.

Pac-Man: Special Color Edition

Pac-Attack Level Codes: Press START on the title screen. Now move down and choose Pac-Attack. On the Pac-Attack title screen, move down and access Puzzle Mode. On the Puzzle Mode main menu screen, choose Password. Now you can enter any of these level codes:
Level 2: HNM
Level 3: KST
Level 4: TRT
Level 5: MYX
Level 6: KHL
Level 7: RTS
Level 8: SKB
Level 9: HNT
Level 10: SRV

Pocket Bomberman

All Power-Ups: 5656.
Area Passwords:

FOREST WORLD	
Area 1	7693
Area 2	3905
Area 3	2438
Area 4	8261
Area 5 Boss	1893
OCEAN WORLD	
Area 1	2805
Area 2	9271
Area 3	1354
Area 4	4915
Area 5 Boss	8649
WIND WORLD	
Area 1	0238
Area 2	5943
Area 3	6045
Area 4	2850
Area 5 Boss	8146
CLOUD WORLD	
Area 1	9156
Area 2	2715
Area 3	4707
Area 4	7046
Area 5 Boss	0687
EVIL WORLD	
Area 1	3725
Area 2	0157
Area 3	5826
Area 4	9587
Area 5 Boss	3752

Pokémon

Easy Level Gain: To easily gain experience, simply switch the Pokémon you want to train with the top Pokémon on your list. When you go into battle, the Pokémon will pop out. You can then switch to another Pokémon. Once you win the battle, both the beginning Pokémon and the fighting Pokémon will both gain experience points.
Fight Safari Zone Pokémon: This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands there is a strip of the screen that is half land and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.
Infinite Items (Red and Blue only): First, head to Viridian City and talk to the old man who instructed you how to use Poké Balls. When he asks you, choose to watch his demonstration again. After that, immediately fly to Cinnabar Island. Choose one of your Pokémon who has the Surf Ability. Ride up and down the east coast of the island (hugging the shoreline) until you get into a battle. Eventually, you will encounter one of two glitchy Pokémon, either one with a name made up of scrambled boxes or the infamous Missingno. Whatever you do, do not catch any Pokémon that you encounter here. Repeat: Do not catch any of them! It will

Tazmanian Devil: Munching Madness

Enter these passwords to attain the following levels in the game.
China Level: BLGNGJPDFFTJ
Switzerland Level: LMBPBKTFKDPK





GameShark Codes

Bomber Man Quest
Infinite Health: 013082CE

Harvest Moon
Infinite Cash: 01FEFB8
Infinite Cash: 01FF0B8
Infinite Cash: 01FF1B8
Infinite Seeds: 0163D2B8
Infinite Seeds: 0163D3B8
Infinite Seeds: 0163D4B8
Infinite Seeds: 0163D5B8
Infinite Seeds: 0163D6B8
Infinite Seeds: 0163D7B8
Infinite Seeds: 0163D8B8
Infinite Seeds: 0163D9B8
Infinite Seeds: 0163DAB8

Monopoly
Max Money: 01997CC4
Max Money: 01997DC4
Max Money: 01997EC4

NHL Blades of Steel 2000
Away Team Scores 0: 010050CA
Away Team Scores 50: 013250CA
Home Team Scores 0: 010052CA
Home Team Scores 50: 013252CA

R-Type DX
Start on Final Level (R-Type DX): 010B68D1
Invincible (R-Type DX): 910112D1
Invincible (R-Type DX): 91011ED5
Invincible (R-Type II): 91011ED5
Invincible (R-Type I): 910112D1

Rainbow Six
Infinite Ammo: 01304BD4

Rampart
Stop Timer: 016362CC

Rugrats Time Travelers
No Items on Pick Up: 01000AC2
Infinite Continues: 016311DA

Superman
Infinite Health: 01282DC1
All Keys: 0106BEC4

X-Men: Mutant Academy
P1: Infinite Health: 012B33C8
012B35C8
P1: Low Health: 010A33C8
010A35C8
P1: Max Rage Gauge: 012B30C8
012B32C8
P1: No Rage Gauge: 010030C8
010032C8
P1: Ultra Quick Win! 010033CA
010035CA
P2: Infinite Health: 012B33CA
012B35CA
P2: Low Health: 010A33CA
010A35CA
P2: Max Rage Gauge: 012B30CA
012B32CA
P2: No Rage Gauge: 010030CA
010032CA

X-Treme Sports
Max Twitchy Shakes: 0163F6C8
Max Medals: 01C8FDC8
01D1FEC8
Max Points: 0109F7C8
0109F8C8
0109F9C8
0109FAC8
0109FBC8

ruin your saved game. Run from every battle as soon as you get into one. After running from a battle with a glitch Pokémon, check your inventory. Whatever item was in the sixth slot should have a strange symbol where the quantity used to be. This usually means that you have well over 100 of that item. This trick can be done repeatedly, so you can essentially have infinite items. Now, you can have a ton of Master Balls or enough rare candy to power up all your Pokémon to level 100. Just don't power them up past that because you then run the risk of damaging your saved game.

Prince of Persia
Go to the "Continue" option and enter the following codes to jump to levels shown below. Press START after entering one of the codes to open the door.
Level 8: 70914195
Level 9: 68813685
Level 10: 01414654

Raging Fighter
Player vs. Player: At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B. Then, before the screen changes, push A or B to alter the color of your opponent's player. A will darken the color while B will keep the colors the same. The code will stay in effect until the power is turned off.

Rayman
99 Lives: Press START to pause the game in the middle of play. Then press Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B. The game will unpause automatically and you will see 99 lives in the left corner.

Rugrats: The Movie
Enter the following codes to advance to the corresponding level.
Level 2: RQVDHJVV
Level 3: TQMMY QK
Level 4: BVBYFJND
Level 5: RJDBCVRT
Level 6: VNGBLJCV
Level 7: BJGSMVSH
Level 8: LJTBWQQD

Shanghai
Special Modes: Begin and press SELECT to pull up the options menu. Select "New Game" and push A.
ZAP: Adds a zapping sound effect to a game
STF: Allows youto view the credits.
MAN: Makes fewer tiles for an easier game
REV: For a game where all the tiles are reversed. When you select a tile, it turns over. You must remember where the tiles are to find matches.

Space Invaders
Classic Space Invaders: CLSS12B1999DBM
Mars Level 46: ?WZ4VCLN4W81V?
Jupiter Level 61: RSSN3QJ78?GJMC
Saturn Level 76: WSPZMSO8N?H8NF
Uranus Level 91: CV1?QWKGJ3X8R5
Neptune Level 106: HV27RW1GN3YOR7
Pluto Level 121: MV7HRCLH53ZSR9

Star Wars Episode 1: Racer
Boost Start: First, start a race. As the count down begins, wait until it reaches "1." As soon as the number goes away, immediately press and hold A. If your timing is correct, you will get a boost ahead of the other racer. The timing is tricky, so keep trying if you miss it the first time.

Super Mario Bros. Deluxe
Many of the old tricks for the original Super Mario Bros. game on Nintendo work on the new Game Boy Color version. For example, the warp zone found in World 1-2 is still intact!
Warp Zone: Go to World 1-2 and find the second set of moving platforms (the ones moving upward). Get on these platforms and ride them until you reach the top. Then jump up and to the right. You will land on the top bricks of the level. Run right and keep going until you reach an opening. Fall down the opening and you'll see three pipes that will allow you to automatically warp to worlds 2, 3 or 4!
Max Out Lives: Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell, between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!
The Lost Levels: Basically, you must get the number-one position on the "Ranking" screen (a minimum score of 300,000 points). Then on the title screen, select the Luigi icon for an entirely new game – Super Mario Bros. 2: The Lost Levels.
You vs. Boo: You must get a minimum score of 100,000 points. On the title screen, select "Boo" for the "You Vs Boo" bonus levels.
Five Extra Lives: *Note: This works only on a new game.* Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.
Play as Luigi: Press the SELECT button at the Map screen before you begin a level. This will let you play as the green plumber instead of the red one.

Super Mario Land 2: Six Golden Coins
Easy Mode: On the title screen, press START to enter the pipe room. In this room, press SELECT to get into "Easy Mode." You can then begin any saved file you wish.
Play the Demo: When the title screen appears, hold Up, SELECT and B (in that order). Continue to hold the buttons until the screen changes. After playing the demo for about 60 seconds, however, the game will freeze up and you'll need to reset.

Tarzan
Level Passwords:
3-1: Vertical Lines, Vertical Lines, Maze, Swirl
4-1: X, Moon, Up/Down Arrows, Cross.
5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.
6-1: Swirl, Maze, Cross, Up/Down Arrows.

Tetris
Rockets: Score 100,000 points in the A-type game and you'll get to watch a small rocket launching off into the stars. Score 200,000 or more and you get a large one.
Russian Dancers: Complete Level 9 in the B type game and Russian dancers will fill the screen.
Space Shuttle: Complete Level 9 in the B-type game with the High at "5" and you get to see the space shuttle take off!

Tiny Toon Adventures
Practice Bonus Games: Hold Down and the B button. Next, press START at the main menu.

Toy Story 2
Scene Passwords: From the main menu screen, highlight and access the "Password" option. On the password screen, enter the corresponding letters for the square formation password as shown.
Scene 2: PBPP
Scene 3: BJWJ
Scene 4: PJBW
Bonus 5, Scene 6: WBPP
Bonus 7, Scene 8: JBPJ
Scene 9: JJWW
Scene 10: PBWJ
Scene 11: BPWW

Turok 2: Seeds of Evil
From the main menu screen, access the "Password" option. On the password screen, enter any of these codes for the results as shown.
Skip Levels: DLVTRKBLVL
All Weapons: DLVTRKBWPS
Infinite Energy: DLVTRKBNRG
Infinite Lives: DLVTRKBLVS
Bird Mode: DLVTRKBBRD

V-Rally Edition 99
These codes allow you to access tracks on the Arcade Mode.
Medium Tracks: FAST
Hard Tracks: FOOD

Wario Land: Super Mario Land 3
Max Out Lives, Hearts, Coins, Etc: Press the START button to pause the game. Press the SELECT button 16 times. If you did it correctly, there will be a blinking box around the last digit of your lives. Now, press and hold A+B, and keep them held for the entire trick. Next, press Left and then press Up. Your number of men should increase. Do this for every number (for the coins, hearts, etc.) until every number is a nine. Max out everything!

World Heroes 2 Jet
Scorcher Mode: When the Takara code appears, press Right, Left, A, B, Down, A, B, Up. There's a sound to confirm that the code was entered correctly. The Scorcher Mode allows you to blast your opponents with your character's Super Attacks at any time, use Zeus as a character and it also allows you to choose fighting styles (like in Versus Mode) in Training and Tournament Modes.

Yoshi's Cookie
Extra Levels: First, set the music to "Off," the speed to "High" and the round to "10." Hold Up and press the SELECT button. The round should now say "11." Advance to even higher levels by pressing the SELECT button.

Zelda: Link's Awakening DX
Alternate Music: To change the background music at the file selection screen, begin a new player and enter your name as ZELDA.
Note: Be sure to use capitals only.



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Developed by TERMINAL REALITY

Published by GATHERING

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PS2 PlayStation 2

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Developer: Konami
Release Date: October

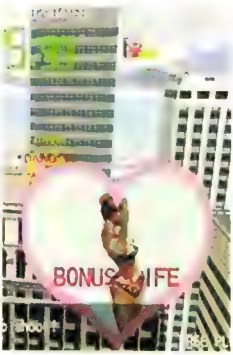
Based on of the popular quarter muncher, Silent Scope puts you behind the scope of a powerful Sniper Rifle in a mission to kill the terrorists who are threatening the President and his family.

With such a powerful piece of equipment, head shots are the key to victory. While you can nail the bad guys pretty much anywhere, getting head shots will put them down for good and earn you more time for your mission as well. If you're too slow on the draw, you'll take some damage. But that's OK, because there are some lovely ladies hidden in each level that will grant you bonus health.

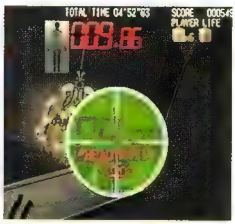
The home version of this game has more features than the coin-op, so even if you already beat the arcade, Silent Scope on the PS2 will still have plenty for you to do. Also, look for this game to come out on the Dreamcast.

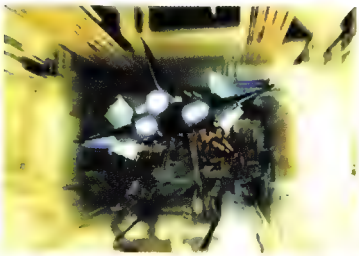


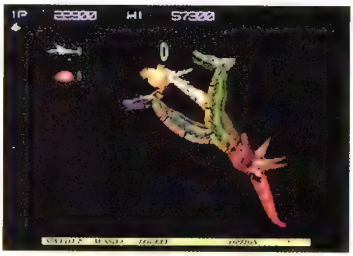


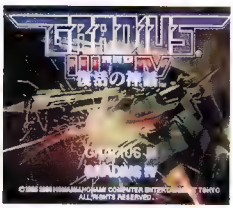


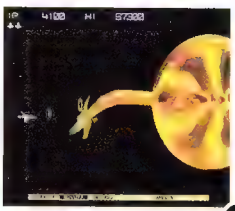


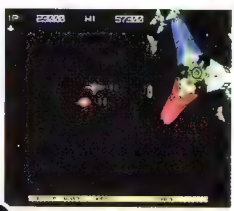












Gradius III & IV

Publisher: Konami
Developer: Konami
Release Date: November

The Gradius series goes one step further with its latest offering for the PS2. Take classic shooter gameplay, meld it with detailed graphics, and you've got one hot game—Gradius III & IV offers some of the most intense action ever to grace a system.

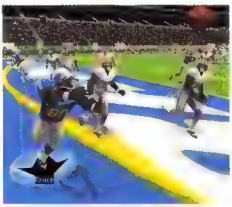
In the old days, players had to deal with slowdown, which in a way, made things easier. Using the PS2's capabilities, there is no slowdown (despite the screen filling with shots). If you want a taste of the days when shooters were king, you will definitely want to pick up this game.

NFL 2K1

Publisher: Sega
Developer: Visual Concepts
Release Date: September

Building on the success of a rookie year is never easy, and NFL2K1 will have to do just that. Last year, NFL2K sold an estimated 750,000 copies and was hailed as a visually ground-breaking masterpiece. And while this year's version looks very similar, we can assure you that the gameplay has undergone a major overhaul.

Innovative blocking schemes now pave the way for a powerful, balanced running game. If you like the aerial attack, you'll be happy to know that the passing game received some much-needed zip. Other major enhancements include Franchise Mode, expanded playbooks and online play. Yup, that's right, this fall you can log onto SegaNet and take on opponents from around the country for the ultimate in gridiron glory. Early indications are that the action is nearly, if not entirely, lag-free. Online or not, though, NFL 2K1 looks like a winner.





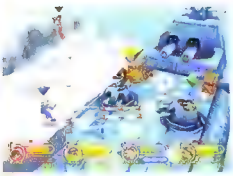


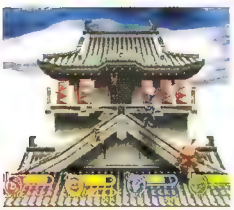

Power Stone 2

Publisher: Capcom
Developer: Capcom
Release Date: August

Power Stone's first incarnation couldn't decide if it wanted to be a fighter or a 3D action/platform game and as a result, the game wasn't all that successful. The sequel is primed to hopefully change that.

The most noticeable difference between Power Stone 2 and the original is that the action has changed from a crazy two-player brawl to an insane four-player free-for-all. This means (according to our calculations) that Power Stone 2 will be at least twice as wild as before! The arenas in the game are now much more interactive than before—you might be running from a rolling rock or skydiving the entire fight. And with more pots, boxes, vases, crates, pillars, rocks, swords, benches, and bombs to throw at your various opponents, the action is going to be intense.




PlayStation

Spider-Man

Publisher: Activision
Developer: Neversoft
Release Date: August

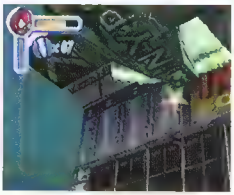
Get ready, true believers. Your friendly neighborhood Spider-Man is swinging onto the PlayStation, and he's bringing his nefarious rogue's gallery of villains with him.

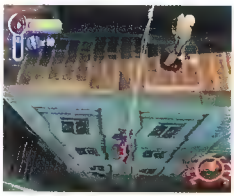
The web-slinger's latest game is based around the Tony Hawk's Pro Skater engine and it plays just as well as its older cousin (only with less skateboarding, of course). Spidey can climb on any surface—even the ceiling (when you crawl across ceilings, they become transparent, allowing you to see the floor below). He also uses his webbing to capture villains, cast web domes and, of course, to swing between buildings. Activision even got Spider-Man's creator, Stan "The Man" Lee, to provide narration throughout the game.

Even though this is an early version of the game, it plays great and is a ton of fun. This could end up being one of the best PlayStation games yet.

























Parasite Eve 2

Publisher: Square EA
Developer: Square
Release Date: September

In the sequel to Square's sleeper hit, Parasite Eve, a younger Aya returns to the fray to fight more mitochondria-related monsters, and from what we've seen, Square has definitely invested in some improvements.

Some of the new features include new locations, improved graphics and faster action. In fact, instead of a pre-rendered New York, the game takes place in a pre-rendered Los Angeles, and—like Eidos' Fear Effect—the backgrounds are now sometimes FMV clips. The game still retains the RPG elements of hit points, magic points, experience points and various other points, but the battle system is even more active than the original. When walking around, you can choose to avoid or engage enemies; in battles, you can attack whenever you please (rather than waiting for your turn to come up).

The Grinch

Publisher: Konami
Developer: Konami
Release Date: November

He's a mean one, that Mr. Grinch, and now he's coming your way in time to make a horrific holiday heist.

Loosely based on the classic Dr. Seuss book and the upcoming Jim Carrey movie, Konami's The Grinch places you in the title role on a quest to cause as much trouble as you can for the innocent Whos. Your ultimate goal, of course, is to steal Christmas. Along the way, you need to cause as much damage and chaos as possible. There are presents to smash, Whos to blast with your slime gun and statues to deface. If you're worried about being attacked, send out the Grinch's faithful dog, Max, to survey the scene. You'll then be able to control him and see what lies ahead.

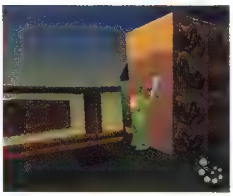
While it may not be as gritty as Konami's other hit game, Metal Gear Solid, The Grinch is a good game for the whole family.

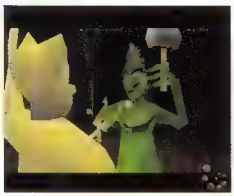






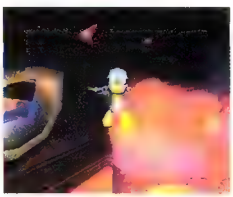


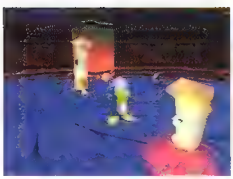


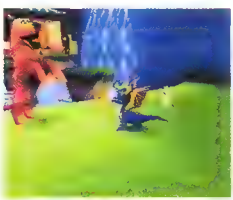














Spyro: Year of the Dragon

Publisher: Sony
Developer: Insomniac
Release Date: October

Spyro the dragon returns for his third adventure on the PlayStation. This whimsical game sports a number of improvements over the other Spyro titles, and we're rather pleased with what we have seen so for—four new characters to help out on the quest, a host of new Critter Challenges and lots of new gameplay.

Dragon Eggs have been stolen, and Spyro must collect all 140. Like before, the little dragon is accompanied by Sparx, the useful dragonfly who is crucial to solving some of the puzzles. Spyro: Year of the Dragon will give players more than enough opportunity to try out their gaming skills with a wealth of minigames. From skateboarding to boxing, Spyro offers a multitude of different gaming that will please young and old alike.



Perfect Dark Guide Part Two

by Andy Baran
andy_baran@ziffdavis.com

Here is the follow-up guide to last month's Perfect Dark strategy. This issue will give you some game winning tips for the Challenge Modes, Multiplayer as well as the second part of the Solo walk-through.

Multiplayer is where Perfect Dark really shines. There's a broad depth of gameplay and the level design works well with both players. There's Cooperative mode (which I've been hoping for in a game for some time), Solo Mode (try this with the Counter Agent option) and four-player Challenges.

For a hardcore multiplayer match, make sure to have Dragons, Sentry Guns, Proximity Mines and the FarSight. If your group plays with these weapons, you'll get really good against other people. Long after you've beaten Solo, the multiplayer aspects will keep this game from sitting on the back of your shelf.

database

time to complete	80+ hours
challenge	Hard
best weapon	Callisto NTG
most fun	Mr. Blonde's Rev.
best advice	Keep moving and watch your back
also try	GoldenEye 007
system	Nintendo 64
publisher	Nintendo
developer	Rare
	www.nintendo.com

MATURE M ESRB

PERFECT DARK

COMPLETING CHALLENGES

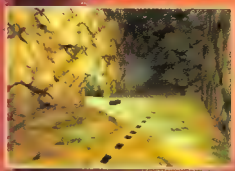
If you want to complete the Challenge Mode the honest way, you'll need to cheese the computer and take advantage of any flaws in the AI. The missions get progressively tougher, and some seem downright impossible. Here are some tips that will help you out.

▷ Are You Alone?

Having a friend help you out may seem like a good idea, but doing so will make the game increase the difficulty. Most Challenges are easier when you are alone.

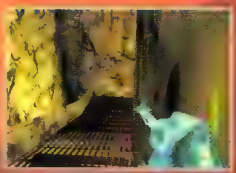
▷ Flawless

The computer will not make any mistakes when it aims. Use the computer against itself with items like the Sentry Guns—they never miss!



▷ Spawning Grounds

Each level has set locations where weapons and shields appear. Memorize these spots so you can be equipped how you want, when you want. These areas are great for "camping"—hide near a spawning point and blast anyone who tries to go for the items. In the end, most battles will take place around a certain spawning point in a level.



▷ Ambush Points

Any place where you can keep your back covered is a good ambush point. These rare locations can make excellent kill zones if your opponents are pursuing you. Sentry Guns and proximity weapons can ensure your safety if you can set things up before your enemy comes along. Just be wary in games with the Far Sight or Fly-by-Wire missiles.

▷ Devious Weapon Tactics

Use these nasty tricks to take out your opponents without even having to break a sweat. Be warned: these tactics will not make you popular!

1. Dragon Surprise: Set your Dragon to Proximity Self-Destruct and place it exactly where the Dragon normally spawns. When your opponents go for the gun, they'll get blown to smithereens.

2. Proximity Mine Traps: Place a Proximity Mine on the bottom part of a door. If it's low enough, it'll blend in and be unnoticed. Whoever walks through the door will get a real nasty surprise.

3. Sentry Gun Hell: Turn the Laptop Gun into a Sentry Gun and place it high on a wall, which will keep it from attracting attention. Placing it above doors is a good idea, because your opponent will start getting shot when he/she walks through, and they will not know where the shots are from.

4. Through Doors and Walls: If you blow up something close enough to a door or wall, the explosion can carry through to the other side.

MULTIPLAYER TACTICS

If you're going up against your friends in a multiplayer battle, you'll need more than just guts to win. Here are some basic techniques that you can use to improve your kill ratio.

▷ Playing Styles

Everyone has their own way of playing a multiplayer game. Perfect Dark's wide variety of weapons and functions is sure to shake things up, so here is a list of tactics you can expect:

1. Lurker
Tactic: This guy will camp out by weapons and wait for you to show up before he nukes you.
Counter: Weapons like Fly-by-wire rockets or the FarSight will allow you to neutralize this opponent.

2. Weapons Shark
Tactic: This player knows the level like the back of his hand and knows where everything spawns. He will keep moving along a set path, picking up the best items before you can.
Counter: Trap his route with mines or with the Dragon (which works really well). The best place to set up a trap is by a shield—where a shark is sure to go.

3. Roving Death
Tactic: This player will follow you relentlessly and keep pelting you with whatever weapon he has. If you're not shielded right away, he will kill you within moments.
Counter: Practice dodging and get him to use up his ammo. When he runs out, you can hunt him down!

▷ Challenge Cheat!

If a Challenge is getting you down, there's a way to beat it with ease! To begin, have the first player enter "Advanced Setup." Once there, have the second player join in. Player one must then enter the "Presets" option screen. Once he's there, the second player should select a level that he normally cannot select (i.e. a level that has not been beaten.) The first player must choose a preset and then the game will begin. This will be a normal game of one-on-one, but when it's finished, the Challenge will have been considered complete. This is a great way for multiplayer fans to skip past the annoying single-man challenges so they can go right to the heart of the options.

Mission 4: Area 51 *Escape*

COMPLETING OBJECTIVES

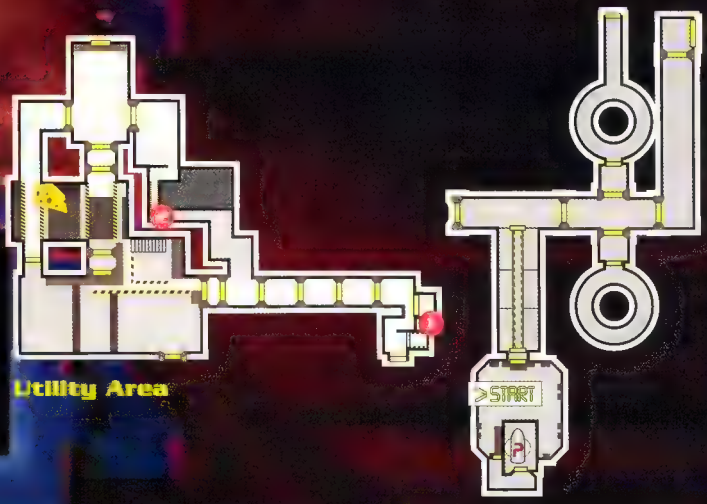
1. Locate Alien Tech Medpack
Difficulty: Perfect
Reach the location shown on the map. There will be a locked bullet-proof glass door blocking your way, along with some explosive barrels. Shove the barrel next to the glass and then shoot it to make it explode. On Agent and Special, there will be a Shield for you to collect instead of the alien medpack.

2. Rendezvous with CI Spy
Difficulty: Agent, Special, Perfect
Jonathan is hiding in one of the hangers. You simply have to find him to accomplish your mission. Although he can protect himself with his Magnum, you should try to keep the guards off of his back when he follows you.

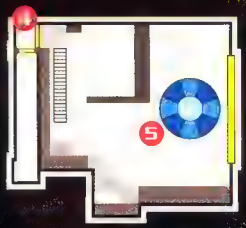
3. Locate Secret Hangar
Difficulty: Agent, Special, Perfect
Once you lead Jonathan into the facility room (see below), he will begin to plant explosives along one side of the wall. It's up to you to protect him from the guards that will show up. Pay special attention to the bridge, as most of the enemies will appear from there.

4. Revive Main Bodyguard
Difficulty: Agent, Special, Perfect
On the Perfect setting, you need to administer the Alien Tech Medpack on Elvis. Once it has started to work, immediately switch to a weapon—as soon as you begin the process, a pair of guards will attack. Protect Elvis as long as you can. After a nerve-wracking minute, Elvis will be up on his feet. On Agent and Special, Elvis will revive as soon as you come back to him with Jonathan.

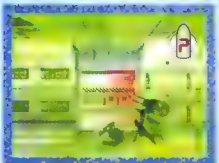
5. Escape from Area 51
Difficulty: Agent, Special, Perfect
On Agent, all you have to do to escape from Area 51 is to reach the UFO in the hanger. On the harder difficulty settings, you have to activate the switches found on the catwalk above the alien ship and then find another way out of the fortress. Head back to the warehouse found next to the locker rooms. Climb to the second floor and continue through the passages. Keep going until you come across a vent on the right side of the wall. Crouch through and the exit will be nearby.







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HIDDEN WEAPON ONE
Falcon 2 (Scope) X2
Be sure look at the feet of one of the dead scientists, you'll find at the beginning of the level. When he fell, he dropped the gun. Fortunately for you, you can scoop it up your left hand. This extra gun power is certainly handy for taking out the guards quickly. When you go for the gun, you must move quickly because the poison gas will cause you to pay some damage.



HIDDEN WEAPON TWO
Remote Mines
You'll have about 2 minutes to find a safe place to hide. Then, then you will be able to detonate the mines in the room where CI Spy will plant the explosives. The Remote Mines are a great way to deal with enemy guarding posts.



Use the explosive barrels to take out the large packs of guards.



To escape from Area 51, you must find a vent that leads to the warehouse.

Mission 5: Airbase *Espionage*

COMPLETING OBJECTIVES

1. Obtain Disguise and Enter Base
Difficulty: Agent, Special, Perfect
After knocking out the guards with your Crossbow, head into the ice cave. Inside is a stewardess with the outfit you'll need. Knock her out and grab the disguise, but watch out for the two nearby guards that follow her. Your disguise will hold out as long as you remain unarmed.

2. Check In Equipment
Difficulty: Special, Perfect
Grab the suitcase from the second floor (get there by using the elevator in the foyer). Downstairs there will be a conveyor belt. If you place your weapons in the case, you will be able to smuggle them onto Air Force One. Once you send the suitcase full of weapons on its way, you only have a few seconds to shut security down. Run through the nearby doorway for a shortcut to the security room.

3. Subvert the Security Monitoring System
Difficulty: Agent, Special, Perfect
A guard and a scientist are in the room with the security switch. Neutralize both and hit the switch to complete the objective. Remember, you will fail the second objective if you hit the switch before stashing the suitcase.

4. Obtain Flight Plans from Safe
Difficulty: Perfect
Three enemy agents will be in this room trying to wire a door with explosives. Kill all three, then shoot the explosives. Make sure that you are standing far enough away, or you'll get ripped apart by the blast. Crawl through the broken window to reach the safe room. On the back part of the room is a switch. Press it to open the safe.

5. Board Air Force One
Difficulty: Agent, Special, Perfect
Depending on the difficulty level, the length of the path you take to get to Air Force One will vary. On Agent, you will be able to shut the laser beams down so you can avoid the offices. On Special and Perfect, you will have to brave the Air Base offices. The hardest part of the level is the final stairway before the boarding ramp. Try to lure the guards down the stairs for an easier shot.



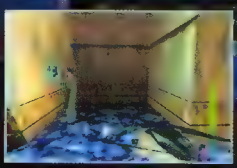
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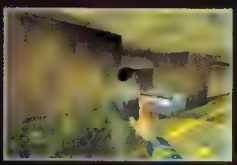
HIDDEN WEAPON ONE
Proximity Mines
If you follow the path the stewardess walks down, you will find a stash of Proximity Mines in a snow drift. They're kind of difficult to spot, you can try walking around the left section of the cave exit. The mines are best used near the escalators, right before you pack them away in the suitcase. When you deactivate security, turn on your sensors.



HIDDEN WEAPON TWO
DY357 Magnums X2
There are identically dressed three guards dressed, all of which are armed with Magnums. If you neutralize all three before shutting down security, you will get the double Magnums. Look for these guys at the elevators, escalators and security room.



Take out the guard closest to the alarm to get a good start on the level.



Knocking out most of the guards in the area will prevent troubles later.

Mission 5: Air Force One *Anti-Terrorism*

COMPLETING OBJECTIVES

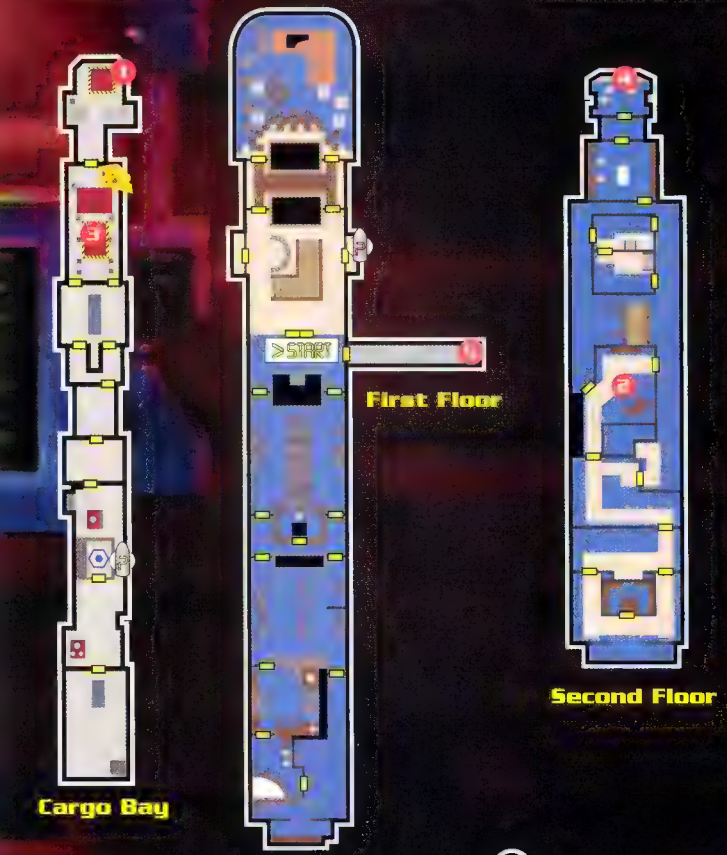
1. Locate and Retrieve Equipment
Difficulty: Special, Perfect
Head to the back of the plane and look for a sliding door on the floor that leads to the storage bay. Once you are below, you will have to head back up to the nose of the plane. In the far end room, there will be a guard who is carrying a keycard. Knock him out and raise the platform. The suitcase in on it. Retrieve it to get all of your weapons. To get back to the main floor without hassle, climb into the dumbwaiter in the kitchen and ride it up.

2. Locate President
Difficulty: Agent, Special, Perfect
The President is in the first office on the right, on the second floor. After revealing what's really happening, Air Force One will come under attack. You will need to get the President to safety. Do NOT allow him to get shot. Learn who is an enemy and who is not. The Secret Service will help fend off the dataDyne personnel as long as you did not incapacitate them earlier in the level. Once again, killing any innocents will cost you the mission. It's OK if the bad guys kill them though.

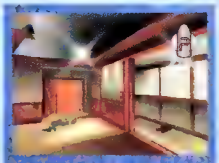
3. Get President to Escape Capsule
Difficulty: Agent, Special, Perfect
Lead the President down to the storage level. Inside is an escape pod that he can hide in. After the President is safe, wait around a few seconds, because two evil agents will come down after him.

4. Secure Air Force One Flight Path
Difficulty: Perfect
After the plane is attacked, head immediately to the cockpit and kill all three agents. If they kill the pilots, the plane will crash and you'll fail the mission. Accomplish this BEFORE you lead the President to the escape pod.

5. Detach UFO from Air Force One
Difficulty: Agent, Special, Perfect
The Timed Mine you have in your arsenal is just the thing you need to blow that enemy UFO off of the plane. Dash in, plant the Mine and then run like hell. Assuming you have accomplished the other objectives, you will have finished your dealings with Air Force One.



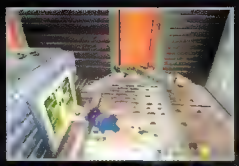
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HIDDEN WEAPON #47
Double Cyclones
Get the keycard from one of the guards who patrols the staircase. Use it to open doors that are behind the Reception desk on the ground floor. Search the room and you'll find a pair of Cyclone cases. Nearby is a locked set of doors—enter and you'll find a second Cyclone. Now you should be able to enter the Agent Training area and find the Dataspike. Connect with cable. Reconfigure Cyclones. Load and fire.



SECRET END
Eyespike
Use the Dataspike on the bottom of the stairs. Then, when prompted, go upstairs to the first floor. Go to the end of the hall and look for a ventilation grate. Shoot it to open it. Go through the vent and you'll find a room with a guard and a big computer. Use the Dataspike on the computer. Then, when prompted, go to the President's first location and shoot the panel to the left.



Do not kill any of the Air Force One personnel or the mission will fail



Don't let the President come under fire. You must keep him alive!

Mission 5: Crash Site *Confrontation*

COMPLETING OBJECTIVES

1. Retrieve Presidential Medical Scanner
Difficulty: Special, Perfect
You will find the medical scanner lying in a snow drift next to some toilets. It's on the right side of the crashed Air Force One, where two guards are patrolling.

2. Activate Distress Beacon
Difficulty: Agent, Special, Perfect
The escape pod is sitting right out in the open. Unfortunately, someone got to the President before you. Run up to the pod and trigger the beacon. Once you do, three guards will appear from your left in the far distance. It's best to take them out now, before they can even attempt to fire upon you.

3. Shut Down Enemy Jamming Device
Difficulty: Perfect
The alien ship is in one of the back fields. It's protected heavily by two Sentry Guns; take them out from an extreme distance or you'll get ripped apart. There are also two guards milling about, but they shouldn't pose too much of a threat. To destroy the ship, stand far back from it and shoot. The explosion this thing makes is huge, and if you stand to close, you will end up as bloody gravy.

4. Retire Presidential Clone
Difficulty: Agent, Special, Perfect
The aliens plan on switching the real President with a clone. Look for the clone in the dark caves surrounded by guards. If he sees you, he'll try to run, so try to kill him quickly. As soon as he dies, expect a handful of elite guards to hunt you down. Discourage them with a few Proximity Mines.

5. Locate and Rescue President
Difficulty: Agent, Special, Perfect
Trent is holding the President captive in the small cave. There are six sentry droids that are guarding Trent, and you'll have to lure them out and kill them—don't shoot too close to the President or he'll get killed by the explosion. Shoot Trent before he caps the President or the mission will be aborted. Once Trent runs off, you have to escort the President back to Elvis' UFO. Assuming that you killed most of the guards when you first went through the area, this part shouldn't be too bad.



Small Cavern

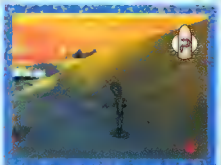


Large Cavern



Snowy Wasteland

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HIDDEN WEAPON ONE
Proximity Mines
If you head backwards to the UFO crash site when you first begin, you have a chance to acquire a handy batch of Mines. Before attempting to complete any of the missions, go see Mr. Blonde and buy the items you need. The Proximity Mines are best used in the dark caves. After you kill the Presidential Clone, drop a Mine and watch the guards blow up.



HIDDEN WEAPON TWO
DY357-LX
Want a gun that kills anyone, no matter what? Trent (the guy holding the President captive) has this gun, and you'll have to disarm him to get it. Shoot him once to turn him away from the Presidents, then run in and disarm him as soon as possible.



You can pick off most of the enemies on this stage at long range.



Do not destroy the droids too close to the President. Lure them out first.

Mission 6: Pelagic II *Exploration*

COMPLETING OBJECTIVES

1. Disable Primary Power Source
Difficulty: Agent, Special, Perfect
First, kill all of the guards in the area. Next, head to the second floor and don your X-Ray Scanner so you can look at the switches. You have to activate all of the green switches, but none of the red. Next, head to the lower level and press the trigger at the base of the machine—this will cut the power from most of the ship.

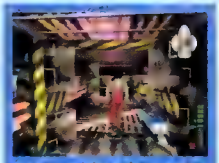
2. Secure Laboratories and Research Data
Difficulty: Perfect
There are two laboratories on this ship which are conveniently located across the hall from each other. In each lab is a scientist; shooting them causes the level to end, so you'll need to knock them out with your fists. Do it quickly, because they will run. Acquire the disks they are holding to complete your objective.

3. Deactivate GPS and Autopilot
Difficulty: Agent, Special, Perfect
Kill all of the guards in the surrounding area so there's no possibility of interference, then approach the crew with your guns drawn and force them to shut the boat down. Midway through the transaction, one of the crewmen (normally the one on the left) will attempt to kill his mates. Blast that guy into oblivion before he prevents the objective from being accomplished. Don't be discouraged if this takes a few tries. This is a tough objective to complete the first time about.

4. Activate Moon Pool Lift
Difficulty: Special, Perfect
After a short but intense firefight with a handful of guards, head to the switch on the right side of the wall. Triggering it accomplishes this relatively easy task.

5. Rendezvous and Escape with Elvis
Difficulty: Agent, Special, Perfect
You'll find Elvis in the very bowels of the ship, and he will lead you toward the submarine you will use to escape. If you have killed off all of the guards in the level, this part will be pretty easy. Otherwise, you will have a battle on your hands. Try to keep Elvis alive, otherwise the mission will get scrubbed. If you destroy all of the crates, the enemy will have nowhere to hide.

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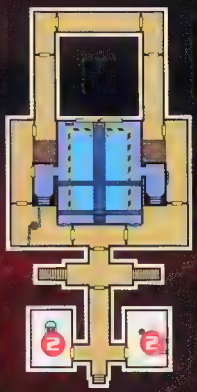


Falcon X2

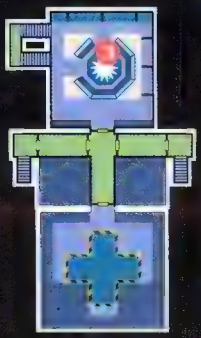
If you can kill the guards at the start of the level before they're on the roof of the crew bus, but not the drivers, you'll be rewarded the best weapon in the game! Why is it the best weapon? Because it's the only weapon that can shoot through the door windows. If you are fast enough, you can shoot out the windows, kill the guards, jump inside, and drive off before the bus can even move.



Main Deck



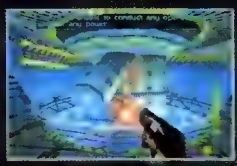
Upper Deck1



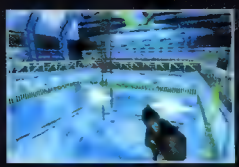
Upper Deck3



This is the best level to use the "shoot through doors" trick.



Clear out all of the nearby guards before you cut the power.



Clear a path between Elvis and the sub bay or he'll end up getting shot.



Lower Deck1



Upper Deck2



Lower Deck2



Lower Deck3

Mission 6: Deep Sea *Nullify Threat*

COMPLETING OBJECTIVES

1. Reactivate Teleportals
Difficulty: Agent, Special, Perfect
First, take out the guards, then protect Elvis while he tries to activate the teleportals. A few guards may attempt to stop him, but you should take them out easily if you are watching the entrance. After the teleportals are set, three cloaked guards will attack you inside the corridors.

2. Disable Cetan Megaweapon
Difficulty: Agent, Special, Perfect
This objective changes depending on the difficulty. On Agent and Special, you must protect Elvis while he attempts to shut down the megaweapon. In Perfect, you can deal with the megaweapon before ever seeing it. First, you will come across a series of rooms with locked doors. Blast the green energy bars to unlock them, but be careful when you do this. Otherwise, you might get swamped with Skedar critters. If you are skilled with the Far Sight, kill off the Skedar creatures from behind the closed doors. By nuking all of them from their nests, the megaweapon will be destroyed. Use caution when navigating the corridors—there are a few Sentry Guns in the ceilings that can make life difficult.

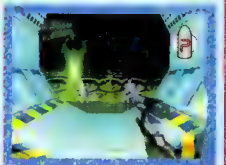
3. Secure Control Room
Difficulty: Special, Perfect
There are a few elite guards protecting Dr. Caroll in the control room. Don't bother entering the room—be safe and take them out with the Far Sight. This is one of the easiest objectives to complete on this mission.

4. Restore Dr. Caroll's Personality
Difficulty: Perfect
When you reach Dr. Caroll, simply insert the Data Disk from your inventory into the AI. The disk can be found in the inventory menu when you pause the game (you normally cannot access it from the basic menu).

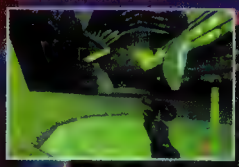
5. Escape from Cetan Ship
Difficulty: Agent, Special, Perfect
Follow Elvis out of the ship before it blows up. There will be a small group of guards blocking the way out. They don't put up much of a fight, so rush them with your guns blazing—just make sure Elvis doesn't bite it.



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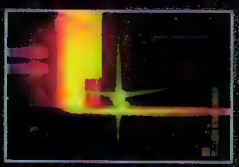
HIDDEN WEAPON #04
Proximity Mines
Three cloaked guards will attack when you leave the elevator into the first structure. If you can kill them before they move, you'll open one door and find two packs of Proximity Mines. Three packs (nine mines) can be found in the level and are most effective for taking out heavy concentrations of enemies.



To get a good time, just run through the first section of the level.



In the tight cave section, shoot the lanterns to open up the passages.



Use Elvis' Far Sight to kill off the Skedar creatures from a safe location.

Mission 7: Carrington Institute *Defense*

COMPLETING OBJECTIVES

1. Reactivate Automatic Defenses
Difficulty: Special, Perfect
Turn on the three Defense Guns to rid the area of enemies. If they reach Carrington, you'll lose the mission. Near each gun is a small panel on the wall. Press the panels and the area will be secure.

2. Release Hostages
Difficulty: Agent, Special, Perfect
There are four rooms where your fellow agents are being held hostage. Rescue them by killing their captors. Since your opponents have shields, this is easier said then done. You should use Combat Boosts to slow down the action in the Simulation room, otherwise you're going to lose a few people. If too many people die, the mission will be aborted.

3. Retrieve Experimental Weapon
Difficulty: Agent, Special, Perfect
Head back to the firing range and check out the computer. It will unlock a glass case on the wall which contains the RC-P120, a powerful gun that cuts right through enemy shields. This gun also allows you to cloak for a limited time so you can get past the guards to your next objective. Just be careful—the cloaking device eats up ammunition like mad.

4. Destroy Sensitive Information
Difficulty: Perfect
Cloak up and run to Carrington's office. Blow up the safe and the papers inside will be destroyed—this will prevent the dataDyne and Skedar conspirator's from getting any crucial data.

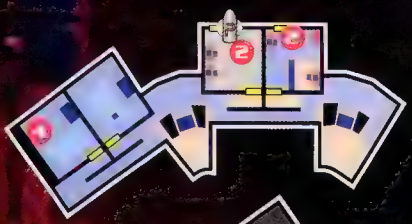
5. Deactivate Bomb
Difficulty: Agent, Special, Perfect
The Skedar have landed a ship just inside of the hanger area. It's surrounded by elite guards, so you'll have to use a little skill to get rid of them. If you have the Devastator, you should have a much easier time getting rid of these guys. After all the enemies have been dealt with, try to launch the craft carrying the bomb with your Data Uplink. As soon as you try to crack the system, a few more guards will be come your way. This is one of the "triggers" we mentioned in the last guide. The enemies will most likely come from deep inside the hangar area when they attack.

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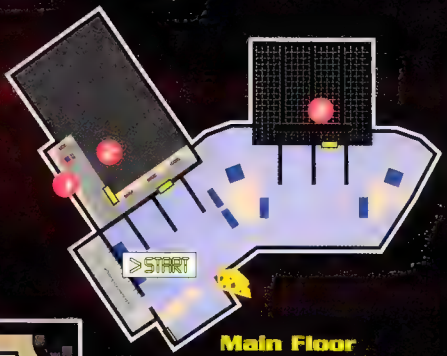


HIDDEN WEAPON #4: Devastator

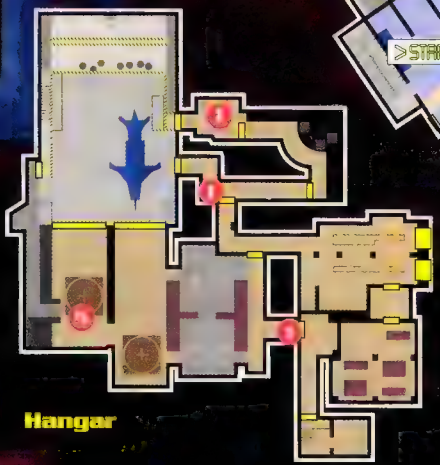
If you recall from mission 6: Area 51, the Devastator is one of the weapons you will acquire from the Skedar. This gun is a powerful rocket launcher with unlimited ammunition. Just be careful not to fire it too close to the Sentry Guns. Remember that you must save both civilians and fellow Combat Troops, so the best way to get it is to go to the Hangar Level.



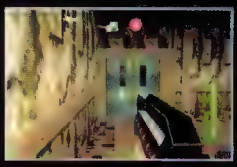
Second Floor



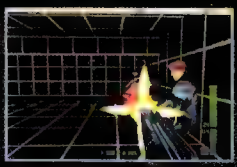
Main Floor



Hangar



You'll get hit by your own Sentry Guns if you step in front when they fire.



Combat Boosts are essential to taking out large packs of guards.



Once the hostages run out of their room, it's OK if they get blasted.

Mission 8: Attack Ship *Covert Assault*

COMPLETING OBJECTIVES

1. Disable Shield System
Difficulty: Agent, Special, Perfect
Destroy the three terminals in this room with the Mauler you can retrieve from one of the guards. Once all three are gone, you can progress.

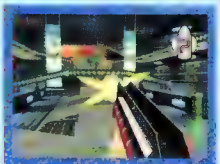
2. Open Hangar Doors
Difficulty: Perfect
Once you reach the hangar, continue going straight until you reach a nearly identical room. There is a single computer inside. Activate it and the Maians will be able to help you out. Little grey aliens will enter the hanger and start duking it out with the Skedar. Before heading up the lift with Elvis, make sure to grab any of the Mauler ammo left on the ground.

3. Access Navigational Systems
Difficulty: Agent, Special, Perfect
Take out both cloaked guards in this room and guard Elvis while he works his magic. This objective is pretty simple.

4. Sabotage Engine Systems
Difficulty: Special, Perfect
In this large circular room there is a power core being held up by two structure supports. Blast both supports and run as far from this room as you can—the whole area is going to explode.

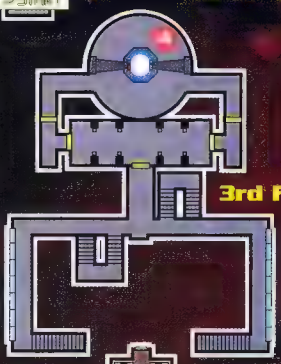
5. Gain Control of Bridge
Difficulty: Agent, Special, Perfect
The final battle is pretty intense. When you first enter, you will be attacked by three Skedar at once. This battle is relatively easy—the hard part is when reinforcements start pouring through both doors. Keep blasting away as long as you can. Sooner or later, Elvis will gain control of the ship and help you out. Once this happens, this mission is as good as complete. Charged Mauler shots work best for putting the Skedar down. Do not be afraid to run up the ramps to retreat, though.

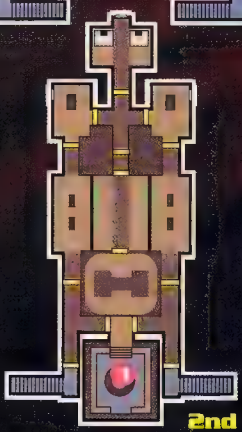
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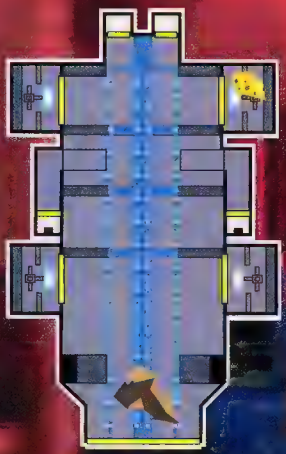


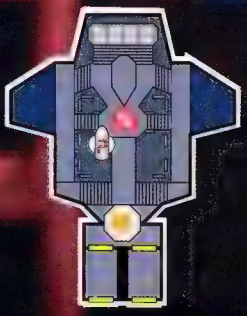
HIDDEN WEAPON #47
Mauler X2
When you first enter the bridge to the alien ship, you will see two Skedar on the flanks and one large one in the center. Kill the large Skedar and he will drop a second Mauler for you to use. Clear out the attacking aliens with charged-up shots from these two weapons and you will be able to take the bridge and control it. Keep firing at the Skedars.



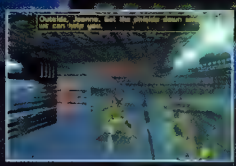




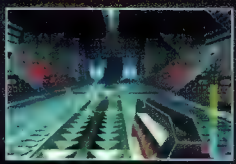








Kill the first Skedar by throwing the Knife and waiting for him to die.



Let the Maians kill off the Skedar instead of wasting your ammunition.

Mission 9: Skedar Ruins *Battle Shrine*

COMPLETING OBJECTIVES

1. Identify Temple Targets
Difficulty: Agent, Special, Perfect
There are five obelisks in the Temple area of the level. Only three of them are actually the correct target, though. The game will let you know when you come across your first correct target. Once you do, place the Amplifier on it. From here on, you will need to use your R-Tracker to find the correct obelisks. After the third Amplifier has been placed, make sure to step back. If you don't, you will get nailed by a small explosion as Elvis blasts them from his ship.

2. Activate Bridge
Difficulty: Agent, Special, Perfect
Deal with the Skedar critter in this room and move to the right side of that strange obelisk. If you look down, you will notice a small indentation in the floor. Shove the block until it sits on the indentation. After a few seconds, the bridge will stretch across the chasm. Don't worry, you do not have to place the block exactly.

3. Gain Access to Inner Sanctum
Difficulty: Special, Perfect
Tread carefully through the darkened corridors. This area will go much easier if you memorize how many Skedar critters are waiting to leap out at you. Sooner or later you will come across a locked door atop a bridge. To open it, look for a shrine asking for a sacrifice. Equip a weapon that you do not plan on using again and place it on the pedestal by tapping the B button while looking down.

4. Destroy Secret Skedar Army
Difficulty: Perfect
Skedar will start waking from their cryogenic sleep and will immediately start attacking. Circle the room and keep an eye out for any motion. Use the charged Mauler to kill them in one shot—tale them out quickly or you will get boxed in and torn apart. This is one of the most intense rooms in the game, so don't get discouraged if you get nuked the first time you reach this battle.

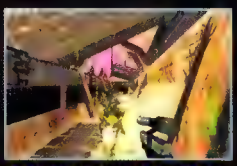
5. Assassinate Skedar Leader
Difficulty: Agent, Special, Perfect
See the next page for the most effective way to deal with this monstrosity. This is it, the final battle. Do you have the guts?.

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HIDDEN WEAPON (1st)
Phoenix (2x)
There are five obelisks in the three are essential to the completion of one of the objectives. The other two hide a secret. After you have placed the Amplifiers on the basic obelisks, head back to the two you did not touch and blow them up. Search the remains for the Double Phoenix. This weapon is great for tackling large groups of Skedar.

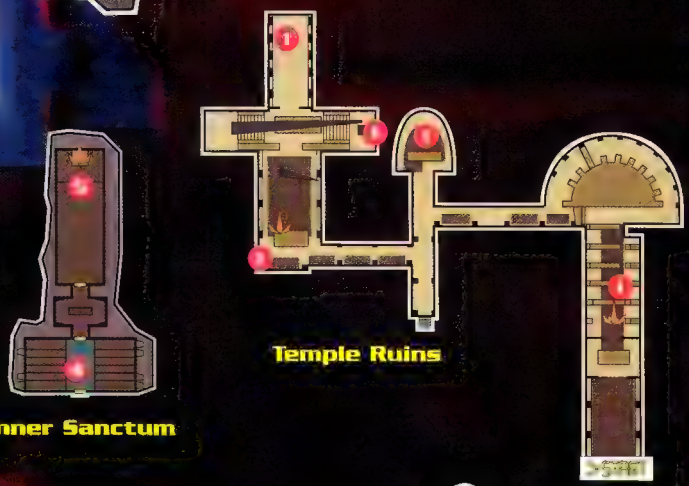


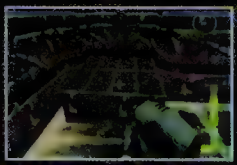


The Skedar are cloaked. You will have to memorize their positions.



Fire a Wall Hugger shot into the cliff to reveal a path on the harder setting.





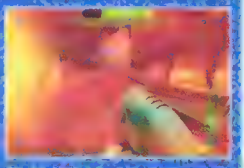
Place a weapon onto the alter to unlock the doorway above you.

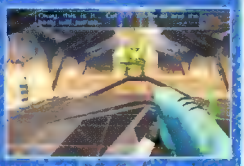
SKEDAR LEADER

2. The Invincible Foe?
The Skedar Leader is protected by an impervious shield that [illegible] weapons will never be able to penetrate. In fact, he has a [illegible] and that will [illegible] the other [illegible] seconds. You'll know that the shield is at its strongest when it's red. When it starts to become green, the power of the shield will [illegible] him vulnerable.

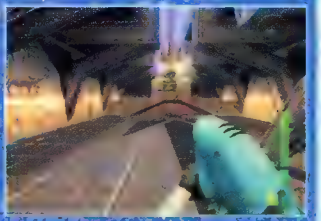
3. The Leader's Attack
The boss normally starts out on the platform in front of the Talisman, but he goes to [illegible] to kill you. Skedar Warriors and Soldiers will appear from either side of the pedestal. It's easy to forget about these small foes when the boss is taking up most of the screen, but they're the ones who will do you in. Once you kill these little guys off (they will respawn endlessly) you'll have a moment concentrate on the Leader. His primary attack is firing rockets at you. One hit, even if you are shielded, will probably kill you. When he's firing at you, head back toward the boxes near the entrance to the room. After the boxes are blown up, you will be able to find ammunition on the ground. If you don't see the boss for [illegible] he's moving as fast as you can. This means that he has teleported and is now cloaked right next to you. As long as you keep moving, you will be able to avoid his [illegible] rendering claws.

3. The Weakness
Blast the boss until his shield turns green. At this point, the Talisman will become vulnerable. Use the High Impact Shot of the Callisto and target the four arms of the talisman. After the four are shot off, fire away at the central piece. Once that is destroyed, the Skedar Leader will get impaled and you will have prevented the Skedar from threatening Earth any further. Note: This boss is relatively the same on all three difficulty settings. He will attempt to teleport [illegible] more often [illegible] Dark.


The Leader's strongest attack is firing rockets at you.


Shoot his arms until it flashes green, then shoot the Talisman.

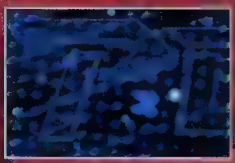




NEW INTRO?

Proof You Beat Perfect Dark
After you have beaten Perfect Dark, you will be treated to a brand new opening intro that is reminiscent of the ending credits. Normally, you get stuck with a boring repeat of the first cinema of Joanna [illegible] the [illegible] building. If you've already earned the cheats, you can select your [illegible] but it's not. This is just another bonus for players who have spent the time digging all the way through the game.


Special Intro screen



CHEESE?

What's with All of Those Pieces of Cheese?
For some unknown reason, each level contains a hidden a hunk of cheese. Although you cannot collect them or interact with them in any way, it still might be fun to find them. Look on our level maps for where you can find the cheese. The pieces are in some pretty bizarre locations, including a toilet. Who knows what the programmers at Rare were thinking.

The odds are good that the pieces of cheese were some kind of secret early on in the game's design cycle which were partially removed before the eventual release. If you can find them, enjoy the fact that most players will never even see them.


All in all, the cheese does absolutely nothing for you if you find it.

UNLOCKING SPECIAL ASSIGNMENTS

The Mission Continues...
There are four more missions to Perfect Dark than is first apparent. Every time you complete the game on one of the difficulty settings, you will open up another level. The three main extra missions are not for Joanna. For these Special Assignments, you will be assuming the roles of Mr. Blonde and Elvis.

Complete Agent Setting: Mr. Blonde's Revenge
This mission is reminiscent of the scene in *Terminator* where Arnie kills an entire police station full of cops. It's a great stress reliever.

Complete Special Setting: Maian SOS
You will learn about how Elvis got captured and sent to Area 51. This mission is his first attempt to escape before Joanna came to save him. This level is a rehash of the Area 51 buildings.

Complete Perfect Setting: War!
Finish the fight against the Skedar once and for all! In this mission, you play as one of many Maians who are assaulting the ruins. Assassinate the three new Skedar leaders before they can start the war against Earth.

The Duel
Earn a Bronze in all weapons and beat the game to play a mini-level where you must duel against three opponents.


You can unlock four more missions if you are skillful enough.

PERFECT DARK MODE

Tailoring Your Levels:
After you have completed Perfect Dark on all of the difficulty settings, you will have unlocked Perfect Dark Mode. This new option is yet another way to play the solo games. You can modify the game to suit your needs by adjusting three options: Enemy Health, Damage and Accuracy. You [illegible] play with all the level objectives intact, which is great because you can use this feature to learn how to beat the time test secrets. Keep in mind that beating these levels will not add another star—the difficulty level of Perfect Dark Mode is just for your added enjoyment.


You can adjust the difficulty in any way that you see fit.

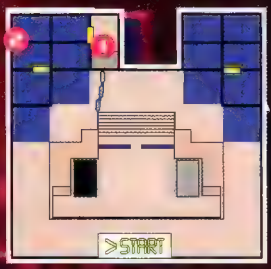
Special Assignment: Mr. Blonde's Revenge

COMPLETING OBJECTIVES

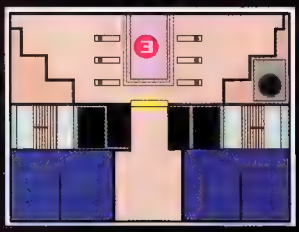
1. Plant Explosive Device in Lab Lift
Difficulty: Special, Perfect
Reach the lab elevator by cloaking and strolling past all of the guards. Once you reach the elevator, kill off all of the surrounding personnel. If you make any loud noises, some guards are certain to come running. If they reach the elevator, the mission will be aborted. Use this to your advantage by sniping anyone trying to lock down the elevator. Once all of the guards have been taken care of, plant the explosives and move to Cassandra before the time runs out (thus killing you).

2. Eliminate dataDyne Captain
Difficulty: Perfect
The dataDyne Captain is standing right outside of the elevator offices. Simply kill her and this objective will be completed.

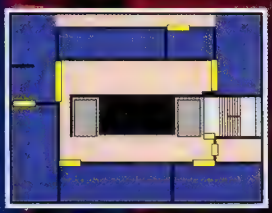
3. Locate and Escort Cassandra to Helipad
Difficulty: Agent, Special, Perfect
Cassandra's on the top floor, but you'll have to work to get to her. Kill off all of the guards on the 21st and 22nd floors. This will trigger an elite guard into riding an elevator (the one that is normally locked) down to your position. Kill him, then ride the elevator up to the 23rd floor. Flip the switch on the table outside of Cassandra's room and enter. Disarm her before she can shoot you, then hold her at gunpoint. If you do this quickly, there will not be as many guards to deal with. Lead her up to the roof, where you will have two more elite guards. Once you kill them, you will have a free run to the roof. This is one of the toughest missions in the game because of the time limit and the vast number of guards you must clear through.



Ground Floor



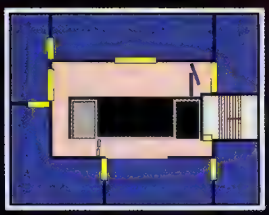
23rd Floor



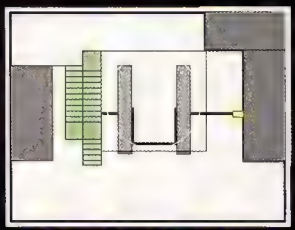
21st Floor



Top Floor

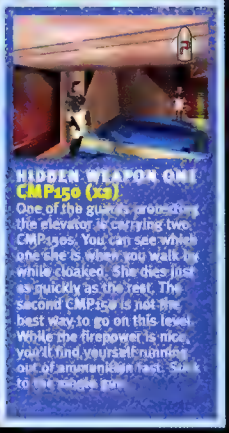


22nd Floor



dataDyne Rooftop

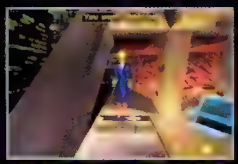
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HIDDEN WEAPON ONE: CMP150 (x3)
One of the guards protecting the elevator is carrying two CMP150s. You can see which one she is when you walk by while cloaked. She dies just as quickly as the rest. The second CMP150 is not the best way to go on this level. While the firepower is nice, you'll find yourself running out of ammunition fast. Stick to the needle gun.



Send a BombSpy into the security room and clear out the guards inside.



Take away Cassandra's gun, but do NOT knock her out or you will fail.



Watch out for the elite guards. They will toss N-Bombs at you.

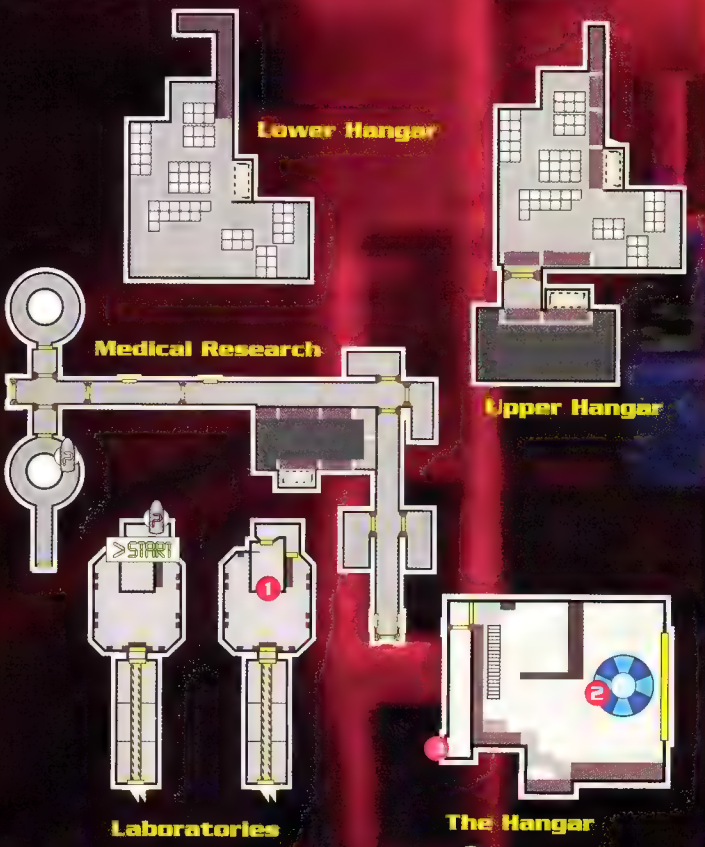
Special Assignment: Maian SOS

COMPLETING OBJECTIVES

1. Sabotage Enemy Medical Experiment
Difficulty: Special, Perfect
Locate the laboratory that looks exactly like the one you started in. It will be the first door on your left when you enter the hallway. Inside you will see two scientists dissecting one of your fellow Maians. If you stand at the doorway, and fire your Dragon at the hoverbed, it will explode, destroying the experiment and the scientists.

2. Destroy Captured Maian Saucer
Difficulty: Perfect
To get to the hangar where the UFO is being held, you'll need to do a little running. Run from the second lab down the hallway and get to the giant warehouse that is in the door beyond the locker rooms. Deal with the guards from the doorway here, then move up to the second floor. The door on the right side of the room will be the one you will want to use—it leads to a small vent that you can crouch into. This will drop you down into the warehouse that you started the Area 51: Rescue level in. Kill all of the guards and ride the elevator to the second floor. Remember the doorway that led to the Phoenix before? Head through it and take care of the four guards on the ground before taking to the ramps. Using the extreme distance of the Dragon, you'll want to shoot the UFO. If you are within 50 feet of the UFO, you will get nailed by the blast. Remember, this will cause one massive explosion.

3. Activate Distress Signal
Difficulty: Agent, Special, Perfect
After you have dealt with the UFO, make your way to the elevator that is at the end of the ramp. Ride it upward and you will be a few hallways from the room where you acquired the Phoenix when you were in this area earlier in the game. This zone has four scientists who are easy to miss. They like to hide in their little cubicles before shooting you in the back. When you reach the large room, shoot the barricades lining the center of the room. You should see a computer terminal at the opposite side of the room. Deal with the scientists, then flip the switch on the computer.



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HIDDEN WEAPON ONE
Psychosis Gun
The rarest weapon in the game has a one-shot kill, but you can only get it by knocking out the last enemy in the Area 51 mission. Rush right out of the way weapon the future for the weapon. The Psychosis Gun is a mini-metal weapon that resembles the tranquilizer guns. You are enemy walk around the wall shoot those dumb at the other guards.



HIDDEN WEAPON TWO
DY357 Magnum (x2)
Two powerful handguns, which can close anyone with a single shot. This guy will give you a real bad day unless you do it with him—use the Psychosis Gun on him and you'll have a good laugh by blowing the hell out of him. It's an instant guard removal.



To escape the first room, shoot the hoverbed while it's by the glass.



Blow down the barriers in this area to be able to reach the distress signal.

Special Assignment: War!

COMPLETING OBJECTIVES

1. Kill Skedar King
Difficulty: Agent, Special, Perfect
The first King is located right in front of the war alter where Joanna had to sacrifice a weapon. Skedar will be bounding down from the ramps above, so make sure to have a few Maian troops around to cover your back. Switch the Phoenix to the secondary function and let loose at the giant Skedar. His primary attacks are rockets, so keep strafing to avoid the catastrophic damage. After a few blasts, he will go down, but it's far from safe to rest. Skedar will start pouring down from the bridge, so make a tactical retreat and go back to letting the other Maians do all the work.

2. Kill Skedar King 2
Difficulty: Special, Perfect
The second Skedar King is in the room where the Secret Army awakened. He will be in the back of the room, using the central pillar as cover. The hardest part about dealing with this boss is getting to him. The doors create a nasty bottleneck and Skedar are just lined up to pounce. Don't be afraid to fire your explosive Phoenix through the door. You will end up killing a few of your guys, but eventually you will be able to blast a hole through the wall of flesh in front of you. This King is killed the same way as the first one you met.

3. Kill Skedar King 3
Difficulty: Perfect
In the talisman room, the final Skedar King awaits. You will have to strafe a lot to avoid getting smeared by his rockets. Don't let up with the Phoenix shots and he should fall like the other two Skedar fiends.

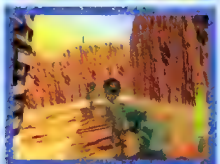


Path to Inner Sanctum



Inner Sanctum

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Infinite Maians
Cheap Cannon Fodder
In this mission, you won't be alone—you get to bring a small army of angry Maians with you. They are normally sent out in squads of four and are armed with Callisto. You'll have a Phoenix. The Maian troops are unlimited, which means you can kill as many of your own troops as you'd like, just for the ammunition. This may sound cruel, but whoever said that war was fair? As a good rule of thumb, keep these guys between you and the Skedar. As a Maian, you do not have as much life as Joanna. A single good claw swipe and he's...



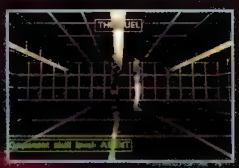
Special Assignment: The Duel

COMPLETING OBJECTIVES

Defeat dataDyne Guard
Difficulty: Agent, Special, Perfect
Your best bet to taking the guard out is to strafe to the side, duck down and shoot. He's not to skilled with the gun, but he is smart enough to blast you if you get close. Once he's targeted, fire fast, cut out of the zoom and dodge the retaliatory shot he fires.

Defeat Jonathan Dark
Difficulty: Special, Perfect
Jonathan will appear behind the wall, so you can get a jump on him by heading over there and Disarming him before he can even fire. Knock him out with your fists for the easiest chance at putting him away. He is the easiest of the three Duelists.

Defeat Trent Easton
Difficulty: Perfect
Trent will appear randomly in the room. Try to close the distance as soon as possible so you can punch him out. The AI expects you to try to shoot, so you can really surprise it. You have a good chance at ambushing it from behind the wall Jonathan used.

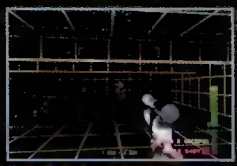








Earn a Bronze medal in every weapon and beat the game once for The Duel.



You will want to conserve your ammunition for the harder agents.



X-MEN MUTANT ACADEMY

X-treme X-citement

by Kenneth Miller
kenneth_miller@ziffdavis.com

When I first heard about Mutant Academy, I'll admit I was skeptical. To be honest, I was even insulting it. An American-made fighter with a movie tie-in? I can't think of a worse formula that doesn't involve sheep. I hadn't played five minutes, though, before I changed my opinion 100 percent. Along with the fighting game staples like Arcade, Versus and Training modes, Mutant Academy has plenty to keep real fighter fans interested, like deep gameplay and fun Combos.

This game may share a license with Capcom's VS series, but that's where the similarity ends. Mutant Academy's game engine is a lot more controlled and although it has some big Combos, they take skill and timing to perform.

Try to ignore the movie tie-in and let's concentrate on getting started.

Basics

■ In the same style as Street Fighter EX, X-Men: Mutant Academy has 3D characters and backgrounds but plays like a 2D fighter. It has no side-stepping, side-throws or side-anything else. The characters do make use of the 3D environment on a graphical level, but it never affects the gameplay.

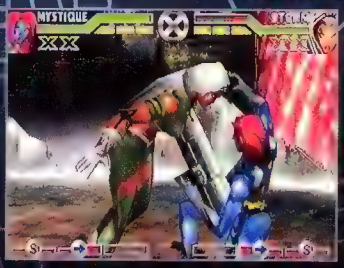
■ The characters each have the classic six attack buttons as well as Street Fighter-esque Special moves and a dash by double-tapping forward or backward.

Throws

Throws are performed by pressing either Light Punch and Light Kick together or the pre-set Throw button (the default is L2). You will get a different throw depending on which direction you're holding on the controls. Throws have very good range, so they can be a great surprise tactic—especially after a dash or when you're blocking a close-range attack. Remember that even though some Supers involve a throw as part of the command, they can be blocked.

Counters

Counters are performed by pressing either Medium Punch and Medium Kick together or the pre-set Counter button (the default is L2). When you perform a Counter, your character will go into his or her Counter animation and if any attack hits them, even a projectile, they will perform a Counter attack. You can't Counter in the air, but you can Counter an attack from an airborne opponent while you're on the ground. You can attempt a Counter as many times as you want, but if your Counter attack actually comes out, whether it hits or not, you'll lose one of the yellow stocks under your Life Bar. You only get three stocks per match; when you run out of stocks, you can still attempt a Counter, but you'll just get hit as if you weren't blocking.



Chain Combos

Like so many Capcom fighters, the main Combo system in Mutant Academy is chain Combos. There is no basic chain that works for every character, but they tend to follow a weak-to-strong pattern such as Beast's L2, LK, MP, MK, MK chain. Most chain Combos can be finished with a Special or Super (we've listed some of the best Combos for each character on the following pages). Remember that some longer chain Combos will only work in the corner or after a dash or jump-in attack. Otherwise, you'll be pushed too far away before you complete it. Other times, your entire chain may hit, but your Special or Super may be too far away to connect. It's always fun to show off, but sometimes a simpler chain will prove to be the better Combo.





database

time to complete	10-15 minutes
challenge	Adjustable
best Super	Sum Total
worst sound effect	Cyclops' taunt
best advice	Transfer Super energy wisely
also try	SF EX2+
system	PlayStation
publisher	Activision
developer	Paradox Development
	www.activision.com

TEEN T
CONTENT RATED BY ESRB

LEGEND

LP	Light Punch
MP	Medium Punch
HP	Heavy Punch
LK	Light Kick
MK	Medium Kick
HK	Heavy Kick
P	Any Punch
K	Any Kick

(throw) LP + LK or throw button

[AIR] Must Be Used In The Air

Super Attacks

At the bottom of your side of the screen you'll see three bars that represent your available Super Attacks. The bar closest to the edge of the screen represents your Super, the middle bar represents your Stringed Super and the bar closest to the middle of the screen represents your X-Treme Super. Each kind of Super Attack is stronger than the one before it and they are all performed differently (see explanation below).

Supers

The Super is your simplest Super Attack. Most characters' Supers do 25 percent damage, but there a few exceptions that trade a few percentage points of damage for an added effect like Phoenix's Hyper Air Strike or Metaphysical Confusion. Supers charge up faster than any other Super Attack and they don't take much energy to perform. In fact, you can end nearly every long Combo with a Super.



Stringed Supers

■ When you perform a Stringed Super, a directional arrow will appear at the bottom of the screen. If you press the direction indicated, another arrow will appear. Keep pressing the proper directions for a total of five arrows. You only have a short time to perform the directions, but for each you get, you'll increase the damage of the Stringed Super by two percent. Because a Stringed Super starts at 25 percent damage, you can get up to 10 extra percentage points for a possible total of 35 percent damage.

■ Although the directions are different for each character, everyone always has the same set of five directions (and they don't change, regardless of which side of the screen you're on), so you can memorize your character's set. We've indicated each character's Stringed Super directions under the Stringed Super command.

X-Treme Supers

■ The X-Treme is the most powerful of the three Super Attacks., but it also takes the most time to charge. Even when you fill your X-Treme Super bar to max, you still can't use the attack yet. When the bar reaches its max, two halves of an X will appear at the opposite ends of the bar. Rapidly tapping the X button on your controller (regardless of what attack it is) will cause the halves to come together, allowing you to actually perform the X-Treme Super. Once the X symbol has formed on the bar, though, you only have about 10 seconds to get the move off before the two halves of the X separate again.

■ A few of the characters' X-Treme Supers feature a special effect instead of an attack, like Wolverine's Weapon X. For the most part, however, X-Treme Supers hit for 45 percent damage.

Transferring Super Energy

■ Each Super Attack bar has its own button on the control pad, but the positioning depends on which player you are: Square is always the left-most Super Attack bar (Super for the player one; X-Treme Super for the player two); Triangle is always the middle Super Attack, so it's the Stringed Super bar for either player; and Circle is always the right-most Super Attack bar (X-Treme Super for player one; Super for player two). To transfer energy, hold Left or Right on the control pad and hold the button of the Super Attack bar you want to transfer from, then press the button of the Super Attack bar you want to transfer the energy to. For player one to transfer energy from the Super bar to the X-Treme Super bar, for example, he or she would hold Left or Right, hold Square and then press Circle.

■ The stronger Super Attacks require more energy than the weaker ones. Keep this in mind when you're transfering energy, because a full Super will only fill an X-Treme Super bar halfway, even though there's no "loss" in energy from the transfer.

■ You can transfer energy at any time, even while performing another Super Attack. So, for any Combo that uses the same Super Attack more than once, you'll need to transfer enough energy back into that bar during the first Super Attack to activate that same Super Attack after the first one finishes.



Survival Mode

The Survival Mode in Mutant Academy is pretty much like that of any other fighting game: you're pitted against a never-ending stream of opponents that must be defeated one at a time, you have only one Life Bar and you regain life between rounds based on how quickly you beat your former opponent. The faster you win, the more life you'll regain. The Survival mode doesn't show you how many foes you've defeated until after you lose or quit, so if you're trying to unlock pictures in Cerebro Mode, you'll need to keep track of your wins yourself.



Academy Mode

Within Academy Mode you'll find Independent Study and Academy Training. Independent Study is a standard training mode and Academy Training is a long (and boring) series of lessons on how to perform your various attacks. Each character has to complete every lesson to unlock its Outro FMV in Cerebro Mode (if you get an "A" on every lesson, you'll also earn that character's third costume).



Cerebro Mode

Cerebro Mode displays all the available locked movies, pictures and character costumes. You can view any movies or pictures you've unlocked by highlighting the "prize" and pressing X. If that item is still locked, press X to find out what you need to do to unlock it.



CYCLOPS



Tips and Strategies

• Cyclops' Optic Blast hits very high, so just about any character can duck under it. Because of its long duration, you should use the beam when your opponent is jumping away from you.

• The Hyper Rush moves very far very fast. You can easily use it to catch an opponent who misses an attack (even from far away). If a projectile is on screen when you activate the Hyper Rush, it will pass right through you before the Super even starts—this allows you to safely fly over and barrage your opponents before they can block (this is particularly useful against Gambit's Card Toss or Storm's Ball Lightning).

• The Super Power Lunge Kick has a rather short range. Don't try to use it to finish a long chain Combo—it will likely miss and leave you open to attack.

Combos

[illegible]

Corner Combos

[illegible]

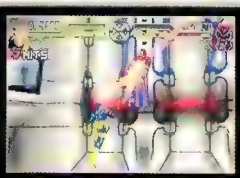


Specials

- ↓↘→+O Optic Blast
- ↓↙←+O Upper Blast
- ↓↙←+O Lunge Kick
- →+O Overhead Attack

Super

- ↓↘→+M Super Power Lunge Kick



Stringed Super

- ←→+P Hyper Rush (← ↙ ↓ ↘ →)

X-Treme Super

- ↓↘→+O+M Concussion Blast

GAMBIT

Tips and Strategies

• Gambit's important Special Attacks require charges, so you'll always want to have one ready to keep the pressure on or to finish a chain Combo.

• Even though it's performed with a throw command, the Charged Staff can be blocked. You shouldn't discount the move, though, because it comes out quickly and moves a good distance. You can easily use it to snag your opponent after any close-range move you block.

• The Card Trick has a very short forward range and will often miss an opponent that's using a low attack. Don't try to use it at the end of a chain Combo (unless it's a short one). Instead, use it as anti-air—it comes out quickly and will even hit an opponent that is high above you.



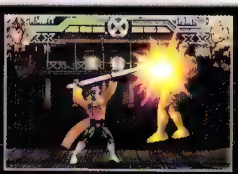


Specials

- ↓↙←+O Falling Card
- ← charge →+O Card Toss
- ↓ charge ↑+O Staff Charge Upper
- →+O Overhead Attack

Super

- ↓↙←+(throw) Charged Staff



Stringed Super

- ↓↙←+P Card Trick (↓ ← ↙ ↓ ↘)

X-Treme Super

- ← charge →+O+M 52 Card Pickup

Combos

[illegible]

Corner Combos

[illegible]



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PHOENIX



Tips and Strategies

• In order to perform Phoenix's best Specials, you'll have to jump—so keep to the air and assault your opponent.

• Phoenix is the only character that has two regular Supers, but neither of them does as much damage as a typical Super. Instead, each has an added effect if it hits. The Metaphysical Confusion temporarily reverses your opponent's controls, and if the Hyper Air Strike hits your opponent on the ground, you can follow up with a juggle.

• The Phoenix Force temporarily creates an energy shield around Phoenix. If your opponent attacks her while the shield is active, they'll take 50 percent of any damage they do to her.

Combos

Corner Combos

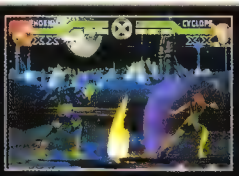


Specials

- Inferno Kick
- Flying Phoenix [AIR]
- Air Strike [AIR]
- Overhead Attack

Super

- Metaphysical Confusion
- Hyper Air Strike [AIR]



Stringed Super

- Double Phoenix

X-Treme Super

- Phoenix Force

TOAD

Tips and Strategies

• Although the best strategy for Toad is to keep him on the move so he can confuse your opponent, he does have some nasty Combos that you can employ if the chance arises.

• Don't be fooled by the Kicking Toad. It looks slow and appears to be a throw, but looks can be deceiving—it's actually quite easy to use in Combos (it can be blocked, though).

• If you want to juggle after the Frog Legs, you'll need to adjust your timing depending on where you are and which move you're using. If you're not in the corner, you'll need to use the HP Toad Spit as quickly as possible for it to hit. In the corner, though, you'll need to wait. Juggling with another Frog Legs in the corner takes especially tight timing—you'll need to wait until your opponent is right above you to use it.



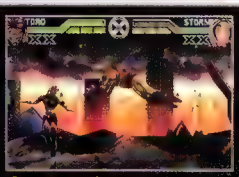


Specials

- Toad Spit
- Toad Trick (Leap)
- Toad Trick (Slide)
- Flytrap
- Overhead Attack

Super

- Kicking Toad



Stringed Super

- Frog Legs

X-Treme Super

- Flying Toad

Combos

Corner Combos

WOLVERINE



Tips and Strategies

• Wolverine has no long-range attacks, but he's great at close-range pressure. Assault your opponent with a non-stop barrage of attacks.

• Although the Samurai Slice moves quickly, it doesn't do a lot of damage and you can't Combo into it. When it does hit, however, it leaves your opponent stunned and open to attack. You can use it to replace the jump-in attack on any Combo, though you may need to walk forward a step before you begin the chain.

• Wolverine's Weapon X doesn't do any damage to your opponent. Instead, it will heal a significant amount of your lost life—just make sure you don't leave yourself open when you use it.

Combos

[illegible]

Specials

Fury Claw
Hop Up Dive
Hop Up Flip
Overhead Attack

Super

Samurai Slice

Stringed Super

Special Delivery

X-Treme Super

Weapon X

STORM

Tips and Strategies

• Storm's Static Force creates a ball of electricity that revolves around her for several seconds and can damage your opponent if he or she touches it. It doesn't help much for offense, but it's a good defensive tool and it can also encourage your opponent to go on the defensive so you can get some throws in.

• You can juggle an opponent hit by the Lightning Uproar, but you have to time it very carefully. Wait until he or she is just above the ground to attack again.

• The first part of the EMF is very short range. You can only Combo into it from a very short chain.



Specials

Ball Lightning
charge Electric Drill
charge Lightning Uproar
Overhead Attack

Super

Static Force

Stringed Super

charge Hyper Electric Drill

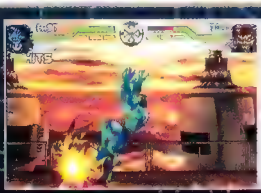
X-Treme Super

charge EMF

Combos

[illegible]

BEAST



Tips and Strategies

• Like Wolverine, Beast has no long-range attacks, but he does have one of the easiest long chain Combos in the game. Keep attacking and you can end almost every Combo with a Super.

• Beast's low Heavy Kick moves forward quickly and leaves you safe. Use it often as a good pressure tactic.

• All three of Beast's Supers hit at about the same range, so you can pick whichever you want to end most Combos. There is slightly better range on the more powerful Supers, but they're all rather similar.

Combos

[illegible]

Specials

Handspring Kick
Beast Slide
Overhead Attack

Super

Handplant Hell

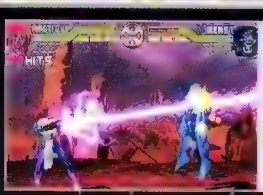
Stringed Super

Seismic Smackdown

X-Treme Super

Flat Out

MYSTIQUE



Tips and Strategies

• When Mystique attacks, there's a short lag before her gun actually fires, so it's best to use her at mid to long range. She does have some great close-range Combos, though.

• The Gun Shot fires at different heights; where you shoot depends on which button you are using. LP shoots at the head, MP goes diagonally into the air and HP shoots at the feet. Mix up your shots to confuse your opponent.

• Mystique's Sum Total hits almost instantly, even from full-screen. You can end any Combo with it, or, if your opponent tries any attack from far away, you can easily hit with it. Because it's a beam Super, it even leaves you safe if it's blocked.

Combos

[redacted]

Corner Combos

[redacted]

Specials

Gun Shot
Cheap Shot

Super

(throw) Decker Special

Stringed Super

Sum Total

X-Treme Super

Mystique's Surprise

SABRETOOTH

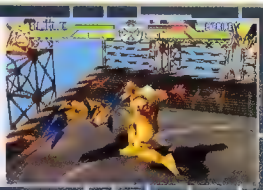
Tips and Strategies

• The Ill Treatment is a throw that can grab your opponent from rather far away.

• Sabretooth's Weapon X only heals red (recoverable) damage and is slower than Wolverine's.

• Rampant Strength temporarily increases the damage of all attacks by 50 percent.

• Unlike most other moves, the Ground Pound can be used to repeatedly juggle your opponent. The last Combo listed below does over 100 percent damage; but it requires you to fill all three Super Bars.



Specials

Dusty Claw
charge Dive Claw
Ill Treatment

Super

Weapon X

Stringed Super

Ground Pound

X-Treme Super

Rampant Strength

Combos

[redacted]

MAGNETO



Tips and Strategies

• If your opponent tries to attack from far away, you can use the Magnetic Lift to bring him or her over to you for an easy juggle.

• Unlike all other projectiles, the Lure actually pulls objects towards you from behind your opponent. In a projectile battle, you'll always hit first.

• Magneto's Hyper Magnetic Lift will bring your opponent in front of you and leave him or her momentarily open to attack. Keep in mind, though that this can be blocked and it won't actually lure your opponent to you if it hits in the air.

Combos

[redacted]
Power Gush.

Specials

Power Gush
Lure
Magnetic Lift
Overhead Attack

Super

Hyper Magnetic Lift

Stringed Super

Hyper Power Gush

X-Treme Super

Hyper Lure

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Kirby Certainly Does Suck

by Phil Theobald
phil_theobald@ziffdavis.com

Well it's about time this game came out. Nintendo has been promising another Kirby game since before the Nintendo 64 was released.

Originally designed as a racing game called "Kirby's Air Ride," Kirby 64 has been reworked time and time again into a traditional Kirby game. That is to say, it's a relatively simplistic side-scrolling action game, but one that has an immense sense of fun about it.

Sure, it's not going to take that long to beat, but did you find all of the Crystals? Some of them are pretty well hidden. Heck, the real fun of this game is playing with all the different abilities that Kirby can get.

You don't see many side-scrollers on the N64, not to mention any good ones. It's too bad Yoshi's Story wasn't as good as Kirby 64. That's bad considering that Kirby both sucks and blows.

database

time to complete	6 hours
challenge	Easy
coolest ability	Darth Kirby
worst ability	Burn + Ice
best advice	Play with the forms
also try	Goemon's Great Adventure
system	Nintendo 64
publisher	Nintendo
developer	Hal

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KIRBY 64™ The Crystal Shards

Getting Started

The best thing about the Kirby games is that the more you suck, the better you are. It may sound odd, but it's true. By inhaling certain enemies, Kirby gains powers that not only win battles more easily, but also allow him access to the hidden Crystals. A little experimentation is all you need to find the proper power for whatever situation you find yourself in.



Yeah...thanks for the support, Nintendo. Don't listen to them, though. You can win if you try.

Extra Bonuses

After collecting all the Crystals and beating the game, you open up a few hidden options—these include a Settings menu (where you can change the look of the health meter in the game) a Sound Check (which lets you listen to the game's music and sound effects) and Boss Battles (which lets you challenge all the game's bosses).



1-Up Loop

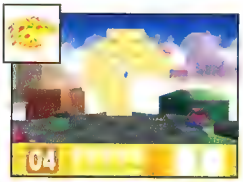
As you probably know, collecting 30 Yellow Stars earns you an extra life, and a Blue Star is worth 10 Yellow Stars (hence, three Blue Stars equals 30 Yellow Stars). Because Blue Stars replace Crystal Shards when you reenter a cleared level, you can return to a level you've already conquered and pilfer its Blue Stars till you get all the 1-Ups you'll ever need. To do ths quickly, go to a level where the Crystal was found near the beginning (Level 1-1, for example). Once you grab the Blue Star, pause the game and choose "Try Again." Next, exit the level, then go right back into it so you can collect another Blue Star. You can repeat this process as often as you like.

Level 4-3's Block Puzzle

One of the trickier puzzles in the game is the "match the painting" challenge that appears in Level 4-3. In order to find the second Crystal, you need to duplicate one of Adeleine's paintings in a large group of blocks. It can be a bit tricky to get the exact pattern that makes the Crystal appear, so if you need a bit of help, just duplicate the pictures to the right.

You need to be careful that you don't unintentionally break the wrong block. Even with these pictures to help, it's far too easy to inhale or smash the wrong block by accident. If this happens, just reset the blocks by walking off the screen to the left and coming back to the area .







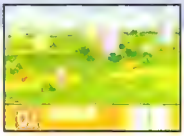
End of Level Picnic

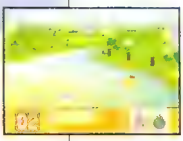
During the picnic minigame at the end of every stage, you have the opportunity to earn Stars, Health, 1-Ups and Enemy Info Cards. The items will be placed in front of Kirby on a picnic blanket. He'll be rotating from left to right, so to make him stop rotating, you'll have to press A. Once he's facing the item you want, Kirby begins to swing his arms as though he's going to jump. Pressing A again will make him jump (he goes farthest when his arms are down and behind him; when they're up in the air, he'll make a short hop). With a bit of practice, you'll make Kirby land on the item you want every time.



Level 1: Pop Star

Stage 1



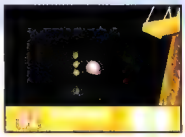


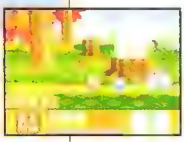
◆ Walk right until you cross a small stream. Continue from there until you reach a white ramp. Once you hop over the ramp, you'll come to a break in the path. The Crystal is in plain sight.

◆ After going through the house, continue right until you reach the stream. Get the bomb ability and destroy the platform in the middle of the stream. The Crystal is hidden underneath.

◆ Go to the end of the level and defeat Waddle Dee to get the Crystal.

Stage 2





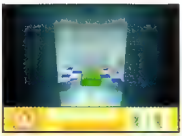
◆ When you get to the area where you ride the platform across the bottomless pit, keep an eye open for the three Stars below. Jump down to collect them and you'll fall right on the Crystal – immediately fly back up to the platform to avoid running out of breath.

◆ After getting off the platform, go into the hollowed out tree and fall down into it. Defeat the spring mini-boss at the bottom to get the Crystal.

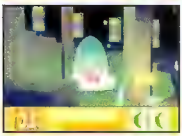
◆ Defeat the mini-boss, Adeleine, at the end of the level to get the final Crystal.

Stage 3

◆ Absorb the powers of two Cutters to get the large boomerang weapon. Go into the castle and go up to the roof. Walk right on the roof until you can drop back down. At the bottom, use the boomerang to break the green block and get the Crystal.



◆ Once you leave the room with Adeleine in it, fly up to the platform above the door you just came out of. The Crystal is on that ledge.



◆ Defeat King Dedede at the end of the level to get the final Crystal.



Boss: Whispy Woods

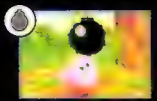
◆ Attack this tree's roots to earn the Crystal.



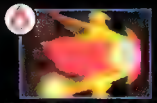


Kirby's Abilities

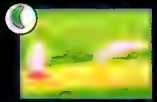
If you want to win this game, you need to know what Kirby can do. Here's his abilities:



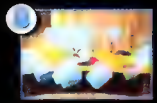
Kirby can lob bombs at his foes. Holding down the B button throws the bombs farther.



Kirby turns into a blazing fireball and flies across the screen, burning whatever he touches.



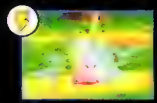
The Cutter power lets Kirby throw his face as a boomerang. It has fairly good range.



Try not to get dizzy as Kirby spins around, spraying freezing breath all around him.



Giant spikes will jut out all over Kirby's body. Enemies will be popped if they touch him.



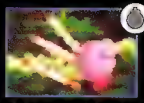
Kirby becomes conductive and generates a small electrical field around him.



Kirby's body turns to stone, making him invincible (but he won't be able to jump).

Kirby's Abilities

Careful mixing of Kirby's powers can create even more forms. Be cautious.



Hold down the B button to launch as many as three guided missiles from Kirby's body.



Kirby becomes a living firework. Keep hitting B to create more powerful explosions.



Throw an invisible throwing star at your foes—it'll stick and explode after a few seconds.



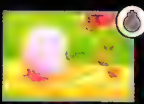
Kirby becomes a snowman with a bomb for a hat. You can walk for a bit until it explodes.



This combo will make Kirby a spiked mine that will explode and launch spikes everywhere.



Kirby becomes a glowing bomb—use this combo to illuminate darkened rooms.

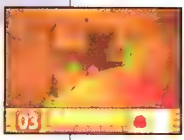


Now, Kirby can toss dynamite. Get far away, though, as the blast radius is huge.

Level 2: Rock Star

Stage 1





◆ Walk right until you reach the building with the falling eyeball blocks. Fly up directly above the second eyeball block to get the Crystal.

◆ Defeat the cactus miniboss to get the Crystal.

◆ Gain the rock/lightning power-up, then climb up the tower that fills with sand. Once you reach the top and leave the door that Waddle Dee makes, fall down to the surface. There will be a yellow and brown striped wall to the left. Break it with your attack and get the Crystal.

Stage 2



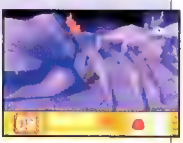


◆ Continue right until you move to a new screen. Head up and around the stone structure—you'll see the Crystal on the ground in the middle of it. To get it, fly up on the right side to a ledge with a small pillar on it. Hop over the pillar and land on the platform below. You'll break through a hole in the floor and fall down to the Crystal.

◆ In the darkened room with the ghosts throwing fireballs at you, head to the middle of the platforms that form a large "X." Drop down the middle to get the Crystal, then fly back up to the ledge.

◆ When you get to the room where you're riding on King Dedede's back, head to the left side of the room and work your way up from there. When you get to the top, head right a bit and break through a wall to get the Crystal.

Stage 3







◆ Enter the level with the Stone ability. Head right and climb on top of the fossil. Turn into a rock to break through the brown-colored bone and fall into the rib cage area. Walk left to get the Crystal.

◆ Go right until you can fall down into the sand whirlpool. When you hit the bottom, walk left and fall down that whirlpool. Defeat the miniboss there and fall down the hole he was blocking. The Crystal is just left of where you land.

◆ Towards the end of the level, when you're swimming up the purple cavern with fossils falling down at you, swim all the way up to the top to get the final Crystal.

Stage 4



◆ Enter the UFO and go up until you see the Crystal in the middle of the screen. Hop through the breaks in the moving colored platforms to get it.

◆ Have the Bomb/Spark power when you get to the room where Adeleine is so you can see her drawings (it will be dark in there). Remember the pictures in order from left to right, then head into the room to the right. In this room, there will be about six blocks—press down on the three blocks you saw from the previous room—in the proper order—and the Crystal appear on the right side of the room.

◆ To the right of the room where Adeleine is, there's a room with a ladder in it. Climb the ladder to the room above, then fly to the elevator that's located in the upper-left of the room. The elevator will deposit you in front of the miniboss—defeat him to earn the next Crystal.

Boss: Pix

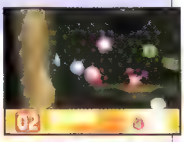


◆ You can only hurt Pix at the tower's top.



Level 3: Aqua Star

Stage 1



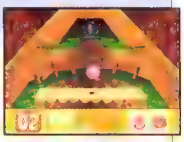


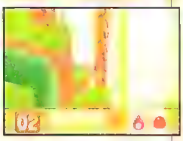
◆ Go to the first cave and use the green blobs to shoot you up to the fourth platform. Fall off the left side of that platform and you'll hit the Crystal on the way down.

◆ Get the Ice/Bomb weapon before you fight the spiked miniboss—you'll need it to get the next Crystal, and you can't get it later. Once you win the miniboss battle, drop down to the hole beneath him to collect the Crystal.

◆ Eventually, you'll get to an area that has drop-through platforms and you'll be able to see the Crystal, which is stuck in a column in the middle of the screen. Drop down to the platform below the main column and use the Ice/Bomb weapon to blow up the black and blue segment. Fall through the gap and use the green blob to launch you to the Crystal.

Stage 2



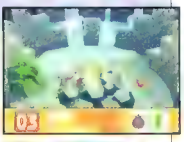


◆ Gain the Burn/Stone ability before facing the crab miniboss. Once you beat him, the first crystal will appear at the top of the screen. It will be trapped by a checkered block. Break the block and fly up to collect the Crystal.

◆ Soon, Kirby and Waddle Dee will hop in a raft and take a ride down a river. As you cruise along, keep a eye open whenever you go over one of the river's many waterfalls. You'll see the Crystal floating in midair just over the edge of one. Jump up right before you go over the falls to steer your raft into it.

◆ After a while, you'll tumble out of the raft and become separated from Waddle Dee. As you continue to the right, you'll fall down more waterfalls. The last Crystal is hidden at the base of the last waterfall. Walk into the falls to find it.

Stage 3





◆ Be sure to have the Bomb/Cutter before you enter the mountain. Once you have the weapon, climb to the top of the mountain and drop inside. Use your weapon on the left wall of the room you land in to reveal the first Crystal. To get back out, just break the small block in the middle of the room and stand where it was.

◆ First, make sure you get the Cutter/Stone ability, which you'll need to get the third Crystal. Then, seek out King Dedede, who will knock you over to another island. Once you land, continue right and climb up the cliff with the hole in the top. Going down the hole puts you face-to-face with the Cutter miniboss, which you'll have to defeat in order to claim the second Crystal.

◆ Once you defeat the Cutter miniboss, a hole will appear in the left of the room. Go down the hole—after a long drop, you'll land in the room below. To the left of where you land there's a checkered wall, which you can break with the Cutter/Stone ability. Go through the hole you just created and climb up to the ledge to collect the 1-Up. Next, use the ability to transform into Rick the Hamster. Climb the wall to the left of the ledge by pressing against the wall and keep hitting Jump. Eventually, you'll reach the Crystal at the top.

Stage 4

◆ Upon entering the level, immediately float down to the ocean floor and enter the door to the right. Continue through the room, making sure to avoid the boulders that tumble down into the water. The next room you enter is filled with fast-moving currents. Navigate through them to get to the upper-left of the room. In the ceiling up there, you will see a divot containing the Crystal.

◆ From the location of the first Crystal, swim right into the next room. You'll enter a winding tunnel with a strong current pushing you through it. Soon, you'll come to a pole in the room that Kirby will grab onto. From the pole, you'll notice the Crystal to the right. Climb down the pole, rotate around to the right side of it and begin walking across the floor. Once you're directly underneath the Crystal, jump up to collect it.

◆ You'll come across a fish miniboss. Defeat it and continue on. In the next area, dodge the rocks that the current throws at you. The last Crystal is in one of the many ditches along the ocean's floor. Fight the current and go into the ditch to get it.

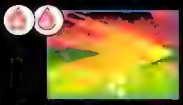
Boss: Arco

◆ Swim to the surface after you defeat this aquatic boss on the ocean floor. He'll attack you again, so knock him out again for a Crystal.



Kirby's Abilities

Many of the hidden Crystals require a specific combo to uncover. Always experiment.



Like the Phoenix, Kirby arises in an explosion of flame and cuts a burning path across the land.



What a useless combo. Kirby becomes an ice cube that instantly melts.



Kirby becomes a bow to shoot flaming arrows. Hold down B to shoot at a higher angle.



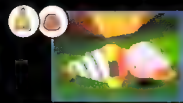
This isn't very useful, but it's darn funny: Kirby shines his head until it bursts into flames.



Kirby becomes a volcano and can shoot flaming rocks out of his head.



This is Swiss Army Kirby. It's much like the pure Needle form, but more powerful.



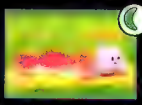
Bore through enemies and certain rock with this drill that can attack left, right and down.

Kirby's Abilities

Remember that you can go back to old levels, get abilities there and continue on.



Once again, Kirby's face becomes a boomerang, but it's much larger and spiked now.



Brandish a large flaming sword. Throw it by pressing Up and hitting B.



Kirby performs like a crazed Brian Boitano he dons ice skate and makes deadly spins.



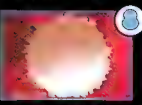
Bear Trap Kirby gains long, spiked arms that shoot out to his sides and snap above him.



Aw, yeah...Kirby gets a double-bladed lightsaber a la Darth Maul. Press Down to turn it off.



Kirby carves himself into one of his many friends from Dream Land 3 (different powers).



Roll over your enemies when Kirby turns into this humongous rolling snowball.

Level 4: Neo Star

Stage 1

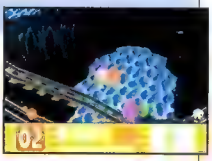


◆ From the beginning of the stage, head to the right and make sure not to fall into any of the traps that are scattered along the path (look for different textures on the ground to identify the traps). The first Crystal is hidden in the second to last trap that you encounter before the entrance to the cave.

◆ As soon as you enter the cave, fall down and to the right of the small ledge to claim the second Crystal (this one was easy to find).

◆ You will eventually come to an area where you must cross a series of logs that are suspended from vines. Also in this area are wooden circles that fall once you step on them. Fly into the leaves above the first of these falling platforms to find the third Crystal.

Stage 2



◆ When you first enter the level, you'll begin falling. Lean toward the left of the screen as you fall to intercept the first Crystal. If you accidentally fall past it, quickly fly back up to get it.

◆ After Kirby's long descent, Waddle Dee will accompany you in a mine cart ride. You'll quickly come to a segment of track that splits into two paths. Jump to the upper path and you'll find the Crystal along the way.

◆ After the mine cart ride, you will find yourself in an area with small pools of water on the ground and electricity-tossing enemies riding clouds in the air. Walk to the right and you'll soon fall off a small ledge and see a checkered wall to the left. Use the Bomb/Stone weapon to blow up the wall and reveal the Crystal.

Stage 3



◆ Equip yourself with the Burn/Needle or the Stone/Needle weapon when you enter the level. As you walk along the rocky path, you will come across an orange-colored chunk of ground. Use one of the abilities above to break the chunk so you can drop down to collect the Crystal.

◆ Continue walking until you get to the area where Adeleine is standing next to her easel. Take careful note of the picture that she's painted, then proceed to the right. In the next room are a bunch of blocks. To earn the Crystal here, you must break the blocks so the pattern forms a crude match of Adeleine's picture—once you do, the Crystal will appear in the center of your "drawing." If you're having trouble making you picture match perfectly, we've included the solutions on the first page of this guide.

◆ After matching the picture, continue to the right. Eventually, you'll come to cliff, which—of course—you'll have to climb (look for food items that are inside some of the holes in the rock). Once you get to top, walk to the right edge of the cliff. You need to jump over to the red ledge to continue into the level, but before you do, fall down the gap to get the Crystal that's floating in midair.

Stage 4

◆ Continue through the level until you hitch a ride on King Dedede's back—he'll carry you through a cave where you must break rock barriers with the King's hammer. Near the end of that area, you'll break through a rock wall that reveals stepping stones in a sea of lava on the other side. Go back to the rock wall you just broke, then jump up and swing with the hammer. You'll break away a small chunk of rock up above and find the hidden Crystal.

◆ You'll need the Ice/Ice ability to find the second Crystal. After getting through the King Dedede section of the level, you'll travel across a long, thin stone road. If you use your ability on this part, you can just roll through it, destroying enemies as you go. In the next room, there are some enemies in the background and a small rock hill in your path. Simply use your ability to roll over the hill and break the it. Guess what's hidden inside...

◆ When you leave the room and head to the right, you'll soon find yourself being chased down by a wall of molten lava. Unless you have absolutely no survival instincts, you'll know what to do: Run away as fast as you can. When you finally get out of that cave, you'll find that the next room begins filling up with lava from the bottom. Immediately fly up and to the left to find the Crystal above one of the many ledges there.

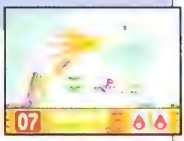
Boss: Magman



◆ Magman may be hot stuff, but stay cool and you will claim this level's final Crystal.

Level 5: Shiver Star

Stage 1





◆ You get to take another ride with Waddle Dee—this time in a toboggan. Pay close attention during the ride, because the Crystal is right on top of a hill. Jump to get it.

◆ You'll need the Burn/Burn ability—it's in the room with the snowman miniboss. Use your fire to beat him, then fly up to the mound of snow that's hanging from the ceiling. Burn through the snow to reveal the Crystal.

◆ After the miniboss room, you'll come to a iced-over lake with a few cracks in it. Fall into the last hole before the end of the area. Once in the water, swim down to the rock wall to the right. There's a hole in the rock that you can swim through. Continue swimming to the right and claim the Crystal that's just past a few jellyfish creatures.

Stage 2



◆ You will be walking on clouds as soon as you begin the level (you're shot up there). In the first area, you will come to a part where you must jump across small platforms with multi-colored stars on them. Stay on the first of these platforms (it has yellow and blue stars on it), then drop down to the left to the nearly hidden cloud below. Walk left on this cloud to find the Crystal.

◆ From the first Crystal, proceed to the right until you reach the area where you find one of the green blobs. Hop into the blob so it will shoot you upward. Find the next blob and do the same. Then, when you find the rotating blob, launch yourself when its eyes are facing up and to the left—you'll fly right into the Crystal.

◆ Be sure to grab the Needle/Spark ability on your way to the miniboss. Defeat it and use the lighting rod ability to blast open the box surrounding the Crystal in the same room as the boss.

Stage 3

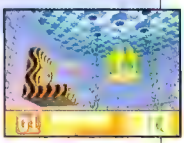


◆ Walk right into the building with all the conveyer belts and begin riding them up. When you hop on the fifth belt (it's travelling up and to the right), jump off and fly to the platform to the left. The Crystal awaits you there.

◆ Continue on and you'll reach some elevators. Ride them until you get to the miniboss—simply defeat it to earn a Crystal.

◆ When you arrive in the room where Adeleine is, wait for her to draw her pictures on the glass that she's behind. After you memorize what they are, proceed in to the next room. To make the final Crystal appear, you need to press down the buttons that correspond to the color of the objects that she's painted (if she painted a lemon, for example, press down the yellow button).

Stage 4



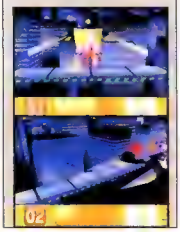
◆ Move downward into the level, making sure to pick up the Stone/Needle ability along the way. Soon, you'll come to an area where you must jump down through platforms while cannons shoot at you from the left of the screen. Through the narrow passages to the right of the cannons, you'll see the first Crystal blocked by some brown blocks. Use your ability to drill through the blocks on each level, clearing a path to the Crystal. Once the blocks all gone, you can walk through the lowest passage and climb a ladder to the Crystal.

◆ Continue deeper into the level and collect the Cutter/Spark weapon. At last you will reveal yourself to the firebird miniboss; at last you will have revenge. When you defeat it, head up to the top of the room where you fought it. Use your lightsabre to cut open the cage containing the Crystal.

◆ Go to the area where you're running away from the glowing yellow walls of energy; keep dodging the walls until you get to the level where you're dodging the fourth wall. Instead of flying up to the next level, run quickly to the right, grab the Crystal and then fly to the next tier.

Boss: HR-H

◆ Once you defeat the robot boss's first form, HR-H, it will transform into another form, this one called HR-E. Finish off both forms to get the Crystal.



Kirby's Abilities

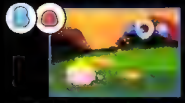
Sometimes it's best to lose a power and fight certain enemies with Kirby's basic skills.



Gain health back by turning into a refrigerator and spitting out three food items.



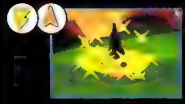
Kirby changes into an ice crystal that continues to expand the longer you hold the B button.



Transform Kirby into a curling stone. Now, he can slide around and turn foes to ice.



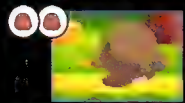
A sphere of lightning surrounds Kirby. Moving around causes it to contract back towards him.



Kirby turns into a lightning rod and is hit by an electric bolt that wipes out nearby enemies.



A giant boulder, tethered to Kirby by a bolt of electricity, begins bouncing around.



This is exactly like Kirby's stone form, only this time Kirby also grows much larger.

Level 6: Ripple Star

Stage 1



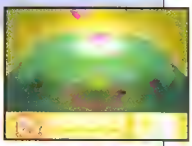


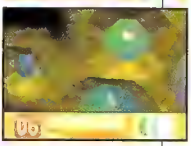
◆ Head to the right and you will soon walk over a small bridge. The first Crystal is hovering in the air just to the right of the bridge.

◆ If you start heading to the right of the first Crystal, you'll reach a building. Go inside and defeat the buzz-saw miniboss to claim the second Crystal.

◆ You'll need the Needle/Bomb ability to find the last Crystal. Once you defeat the miniboss, keep walking to the right. Near the end of the level, you'll come across a small stream with an orange block sitting in the middle of it. Use your ability to blow up the block so you can collect the Crystal underneath.

Stage 2



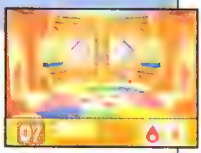


◆ Get the Spark ability before entering this level; once you get it, walk to the right until you see Waddle Dee directing you down a hole. Jump down the hole to the pool of water below. Just underneath the surface is a yellow block. Shock it with your power to get the Crystal.

◆ Ditch the Spark ability as soon as you can, then get Cutter—you'll need it for the third Crystal. Swim through the tunnels until you reach land. King Dedede will help you pass a fallen boulder and you'll climb down through holes in the floor back into the water. Upon reentering the water, swim directly to the left through a hidden tunnel in the rock to find the second Crystal.

◆ From the second Crystal, swim to the upper-right to get out of the water and enter the door there. You'll come across Adeleine and her trusty easel and canvas. She'll give you a lollypop that makes you invincible and allows you to easily burst through the blocks in the halls next to her. A bit below her, you'll see the third Crystal, but it's blocked off by a green pillar. Use the Cutter ability to knock the pillar away.

Stage 3



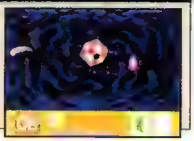


◆ The first Crystal here is pretty easy to get. Head to the right and you'll become trapped in a room where several small enemies appear—simply defeat them to make the Crystal appear. While you're fighting, though, get the Burn/Needle combo—you'll need it in a bit.

◆ Head out of the room and walk up the steps—you'll enter a room with rapidly appearing enemies. Defeat them all, then head up another flight of stairs that lead to another room where you must face a barrage of minor foes. Once you rid this room of all the pests, launch a fire arrow into the sun design on the floor—it will burn away, revealing the second Crystal.

◆ Keep going up the stairs and enter the room that's two doors down from where you just were. Wipe out all the flying enemies in that room and the third Crystal is yours. Pretty easy, eh?

Boss: Miracle Matter



◆ The boss of this level, Miracle Matter, will morph into many forms and use every power against you. Defeat it to get the Crystal.

Kirbys of Days Past

Good ol' Kirby's been around for almost 10 years now, and he's made appearances on four different systems. While Kirby 64 may be the latest, here's the games that make up Kirby's past.

Kirby's Dream Land
Game Boy - 1992



The original Kirby adventure was one of the best Game Boy games at the time.

Kirby's Adventure
NES - 1993



Soon after his Game Boy hit, Kirby made his way to Nintendo's classic 8-bit machine.

Kirby's Pinball Land
Game Boy - 1993



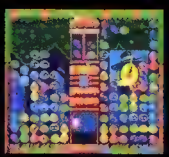
Kirby's first non-platform game finds him as the ball in a wacky pinball adventure.

Kirby's Dream Course
Super NES - 1994



Kirby busted onto the SNES with this bizarre game that played like mini-golf.

Kirby's Avalanche
Super NES - 1995



This game is a rockin' fun version of the classic puzzle game Puyo-Puyo. Squishy!

Kirby's Dream Land 2
Game Boy - 1995



Finally, a true sequel to the original Kirby game. It introduces Kirby's animal pals.

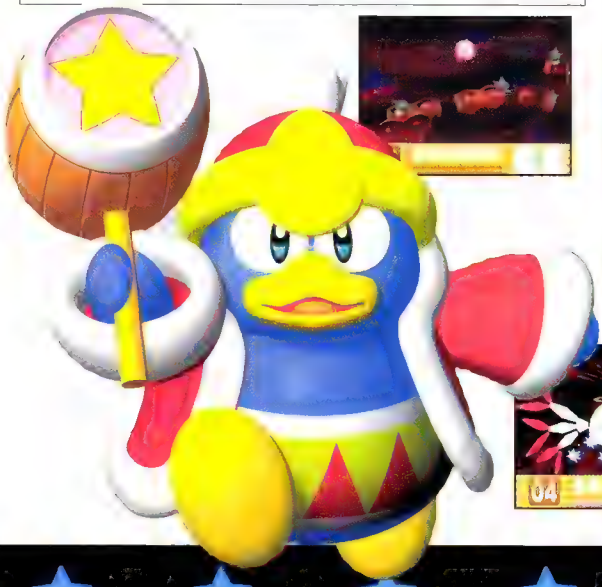
Level 7: Dark Star

Stage 1

◆ This lone stage in Dark Star is quite easy. As you head to the right, all of your friends will appear to help out in their own ways. There aren't many enemies to contend with, so you should have no problem. The simplicity of the stage is countered by the tricky final boss you'll encounter at the end of the level.



In order to get to Dark Star, you must collect all the Crystals from the past stages and defeat the final boss on Ripple Star. A cinema will play that reveals the circumstances behind the creation of Dark Star. From there, Kirby and company must face their most dangerous foe yet.



Final Boss: O^2

◆ When you confront O^2, Ribbon (the fairy who's been collecting the Crystals from you) hops onto your back and the two of you wield the Crystal Wand.

◆ Begin by shooting O^2 in its eye. This can be difficult, because it shoots energy at you that will block your shots and damage you if it makes contact.

◆ Once you get a shot through to the eye, use the L and R Shoulder buttons to rotate yourself so you're looking down at O^2's halo. Unload the Crystal Wand on it until it explodes.

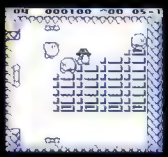
◆ At this point, a large, gas-spewing root will grow from underneath O^2. Rotate around to face it, then fire away (making sure to dodge the gas). This attack will damage O^2, but you won't have much time to do it. After a bit, the root will disappear and O^2 will begin shooting from its eye again. Repeat the entire process until O^2 is destroyed.





Kirby's Block Ball
Game Boy - 1996

Kirby continues to expand his interests with this Arkanoid-style game.



Kirby Super Star
Super NES - 1996

Kirby's first SNES platform game was made up of several smaller adventures.



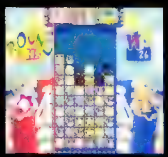
Kirby's Star Stacker
Game Boy - 1997

Kirby's second puzzle game features his animal friends from Kirby's Dream Land 2.



Kirby's Super Star Stacker
Super NES - 1998

Released only in Japan, this is a much prettier version of the Game Boy game.



Kirby's Dream Land 3
Super NES - 1998

The Dream Land series moves onto the SNES with very enhanced graphics.



Super Smash Bros.
Nintendo 64 - 1999

Kirby makes a welcome cameo (and his first N64 appearance) in this great fighter.





Sweet Baby Ray...man

by Ray LeWan
ray_lewan@ziffdavis.com

Jump, jump, kids, kids, oh what a relief it is...to sit down and play a side-scroller that brings back memories of my childhood days with the NES.

Yes friends, there is definitely something satisfying about popping the batteries in the GBC and taking a break from all the gratuitous 3D action that we have gotten so accustomed to.

Rayman has the epic battle that has been carried down through the ages. Light vs. Dark; Good vs. Evil. You have the basic superhero task in front of you. Go out and overcome tremendous odds in order to save the world.

You better suck it up, because all the Toons are counting on you. It's not a hop, a skip, and a jump to victory. It is exactly 397 hops, 421 skips and 560 helicopter glides to victory. Don't come back until the game is 100 percent complete, OK?

database

time to complete	6-8 hours
challenge	Moderate
keep in mind	Timing is everything
Rayman for GBC	$29.99
Helping Rayman save the world?	Priceless
also try	Earthworm Jim
system	Game Boy Color
publisher	Nintendo
developer	Ubi Soft

EVERYONE E CONTENT RATED BY ESRB

www.ubisoft.com

RAYMAN

No Arms, No Legs, No Problem!

Rayman proves once and for all that you don't need limbs to be a success in the superhero biz. His unattached fists and feet turn out to be quite an advantage. For example, not even Batman can throw out his own fist or pivot 360 degrees with both feet on the ground. Rayman is the ideal dude to save the Toons' universe, and you should have fun helping him do it.

You Have to Beat the Game Before You Can Beat the Game?

You heard that right everybody, you can't finish the game 100 percent through the first time around. There are Cages in early levels that simply aren't attainable without the powers you will earn later in the game. You must carry on and leave them behind, with the promise you will return after taking out Mr. Dark. Once you have beaten the game, a world map opens and you can return to the necessary levels one by one. The text sections highlighted in red are the areas you must return to in order to get the remaining cages.

Trust Your Ears

Game music is important, but in Rayman, the music and sound effects are crucial. Your ears will reveal secrets your eyes can't even see yet. When the music changes to the serious tone, you know a Cage is nearby. And when you hear chimes, it can mean anything from a new passage opening up to a 1-Up appearing. Whenever you hear a mysterious sound, be sure to investigate!

Take Lessons from Solid Snake!

Rayman is the type of game in which the main focus is exploration, not decapitation. Your struggle for the most part is with the environment, not the enemies, so plan accordingly. Many times you are best off just dodging your foes completely.

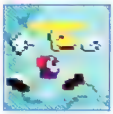
Some-Ting Good

The Tings are the tiny little fairies in the magical red globes. Love them and cherish them, for they are your guiding light through the evil world of Mr. Dark. They open up certain new passages for you and act as a "living map" that leads you to victory. Whenever you hear a chime, give a look-see around— the Tings are telling you something important is nearby!

The Invisible Man

In many games, when your character takes a hit, he is invincible for a short while. After getting hit in Rayman, you are transparent and invincible for a rather long while (almost four seconds!). USE THIS TO YOUR GREAT ADVANTAGE. Run through fire, jump through enemies or walk over spikes. You don't take any damage while transparent. Yes!

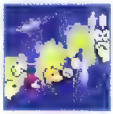
Superhero Powers



Helicopter

This is probably the most useful ability in the game. After you jump, press A in the air to activate your helicopter. It enables you to glide across long jumps and reach places you otherwise couldn't. Once you have this power, you will never want to play without it again.





Grapple

Once you have this, you can grab and swing from all the flying rings you come across. Press B to punch and grab the rings, then use A to jump off and release. The farther away you are from a ring when you punch it, the faster you swing and the farther you will be able to jump off. Experiment for best results.



Super-Helicopter

This power is only utilized in a select few of the levels. It is an unlimited helicopter and you never need to land. Repeatedly press A to keep flying. You will need to navigate through many tough spots while using this, so the timing of your A-button presses is very important!



Gold Fist

This "super-fist" makes Rayman's punch faster, stronger and able to go much farther. This is not really a huge necessity, but it really comes in handy. It is especially useful for long and complicated flying ring jumps. There are many of these scattered around. Listen for the Tings!

Auto-Hang

You have this ability from the start. Instead of having to jump on top of a platform, all you have to do is jump close to the edge. Rayman will automatically grab the edge and hang down.

Spellbound Forest

POST GAME REQUIRED

Welcome to the world of Rayman. Your journey begins in this wonderful lush forest. You have only your basic abilities, so this is a good time to master your jumping and exploration skills. Train well—it will soon get harder!

Level 1

Follow the Tings over the platforms and vines to the right until you reach the bottom corner of the map. Here you will find the **Ubi Key**. Use the swinging plum to exit the level to the upper-right.

Level 2

Walk a tad to the right. (Chime.) Use the new lilies to the left to get up to **Cage 1**. You can only get it when you have the Helicopter power.

Go right until you find the bouncing plum. Punch it left for the **Bonus Map**; punch it right to float to **Cage 2**.

Go far right until you come to a stationary swinging plum. Use it to jump up to the level exit.

Level 3

Water Level

In water levels, the screen moves automatically and you are forced to move quickly as you avoid the wild storm of H2O that is chasing your tail. Usually you need to zig zag upward in a left-right sequence, doing a variety of platform jumps and vine climbs along the way. Don't rush, and make sure you know where you are going before you move.

The **Cage** is at the very top of the level. It is on the left edge of the map, hanging on a vine. The water won't stop, so make sure to break the Cage fast! Now go right. Finished!



Level 4

Go right and punch the hanging plum into the water. Ride it to the first green platform you come to and jump off. (Chime.) Jump on the new left lily and go up. Punch the swinging plum and use it to jump up. Head right, timing your jumps carefully. There is a **Bonus Map** in the upper-right corner.

Go down a bit onto the lily and punch the hanging plum on your way down. Float right, dodging all the fish, and climb up the the first vine you come to. Head right to the small lake and jump over it. (Chime.) Go left to find a duplicate lake. (Chime.) Walk back to the right and use the new lily to hop over the wall. You got the **Cage**!

Go back down and to the right, punch down the hanging plum, then ride it past the spiky balls. While on the plum, you can control the direction you float -whatever direction you face is the direction you float. Ride the next lily up and go left to a rock wall. (Chime.) Use the new lily to your right to get up to the level exit. Nice job!



Airy Tunes

POST GAME REQUIRED

This is the first time you can slide, so focus—you need to react fast to all the traps that will greet you. Push Down or Forward on the D-Pad to speed up while on a slope. Also, you will need to ride vertical trumpets. To move while riding one, simply punch the opposite direction of where you want to go!

Level 1

The flying signpost is your guide through this level. Use him to keep on track.

Follow the guide right, then down to the left. At the far left wall is **Cage 1**. Come back here with the Grapple power.

Follow the signpost to **Cage 2**. Go right of the Cage and use the hill to slide left, then jump up to the Cage.

Follow the guide right and then left after the totem blocks. The trumpet will blast you up to the level exit in the left corner.

Level 2

Follow the Ting path to the right and then to the left where you will fall down a few short slides. Go right—**Cage 1** is in the lower-right corner (you need the Helicopter power)



Jump up and use the trumpets to zig zag you upward. The third trumpet on the right will blow you to the left across to a long path. You need to jump off the hill left to reach the higher ledge. Go right to find **Cage 2**.

Go back left and cross the long music note pit. Use the vertical trumpet to get higher, then go right, left, right to finish the level.

Level 3

Follow the path right until you come to two sliding clouds. Jump down between them into the hole in the notes and proceed left to the **Bonus Map**.

Jump to the ledge above you. Go right (and this time cross the pit) Next, go down and continue left until you fall on the piano keys. Ride the cloud under you to the left and get the Ting on the ledge to your right. (Chime.) Ride the new cloud left and then slide down the slides. Go right and get the heart refill above your head. (Chime.) Go back left to find a new cloud that carries you up. Follow the path left to **Cage 1** (you'll need the Grapple power)

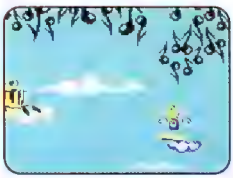
Go down, then right until you come to three little blue enemies. Follow the Ting path to the level exit, but don't go to it yet. Hang down onto the cloud and go to **Cage 2** in the upper-right corner.

Fall straight down from the Cage to land on the cloud that will take you back to the level exit.

Level 4

Go up and ride the vertical trumpet, then go right. Follow the Ting path down until you come to the piano keys. Take the lower path and go down and left to **Cage 1**. Go left to the start of the level.

Hop on the new cloud to go up. Take the upper piano key path this time and ride the vertical trumpet up. Use the left trumpet to blow you up to the ledge with three spiky balls. Slide left to **Cage 2**, where you will need the Helicopter power



Go left and ride the vertical trumpet up, then go right to find a falling totem that lets you get the **Bonus Map**. Go back up and to the right to reach the level exit.



Rainy Forest

POST GAME REQUIRED

Ah! Finally you have earned the awesome Helicopter power. You will need to use this ability extensively—so quickly hone your gliding skills. Rainy Forest is a good place to practice; just make sure you know what you are landing on. A lot of the foliage is just for decoration, so don't jump on flowers that are part of the background.

Level 1

- Follow the Tings to the right. The **Bonus Map** is to the right of the three vines you come to.
- To the left is a flying ring that leads to **Cage 1** (you'll need the Grapple power).
- Follow the Tings to the far right floating lilies. After riding them to the right (Chime), use the new lily to the left to carry you up. Go left to **Cage 2**.
- Go back to the right and a new lily will bring you to the level exit.

Level 2

- Go up the green flower platforms and let the moving lily carry you up. Follow the Ting path to the right to the ledge between the two swinging spiky balls. Hang, punch the plum into the water, then float right to **Cage 1**.
- Continue right to the flying ring. **Cage 2** is only attainable with the Grapple power.



- Now head to the upper-right corner to find the level exit. If you jump quick enough, you can dodge all three falling spiky balls.

Level 3

Water Level

Once again, your water level skills are put to test. You will go upward in the usual zig zag fashion. Be extra careful in the timing of your swinging plum jumps, and don't jump onto the falling lilies too early or you will have problems!

- Get up to the top, but don't run to the exit yet. The **Cage** appears below the lily pad, so hang down and save the Toons.



Rocky Peaks

POST GAME REQUIRED

This may be the most confusing world in the game. There are many tricky routes you have to take, and the slippery terrain can make the going rough. You can slide and use the Helicopter power, which enables you to reach some far places. See what you can find!

Level 1

- Go right and use the bouncing cloud to reach the Ting above your head. (Chime.) The cloud to the left lets you get the **Bonus Map**.
- Go right over the bouncing clouds and use the last cloud to bounce you up. Go left over the slippery ledge, then punch the swinging spiky ball out of your way and go to the right. Go left and up until you reach the high cloud that takes you to the right. Duck, jump, duck to dodge the spiky balls. Go up the clouds, then go left to find a flying ring and the **Cage**. Stop back here with the Grapple power!
- Slide down to the right, then head for the level exit that is in the bottom left corner.

Level 2

- Go up and then left to the four stalagtites. Climb up the one to the far left. (Chime). Go up and follow the cloud path left to the heart refill. (Chime.) Use the new cloud to jump up to the ledge above you (the cloud will drift to the right first, then come back left so you can jump up). Fall left to **Cage 1**.
- Follow the Tings to the right, then fall to the beginning of the level.
- Jump onto the new cloud and ride it down and go left past the swinging spiky ball. Next, go down the moving clouds and follow the path around. Fall down under the moving spiky ball and go right past another swinging spiky ball. Follow the path to a new cloud (Chime) and ride it up to the beginning of the level.
- Hop on the cloud to your right and follow the clockwise Ting path all the way around until you come to another new cloud. (Chime.) Ride up and use the clouds to the right to cross the long spike bed. Slide and jump left over the ledges, then take the upper path to slide and jump back to the right. Finally, head left to the level exit.

Level 3

Super Helicopter

- Follow the Ting path to the right and down. Go through the long passageway left, grabbing the Tings in the ceiling indents (you will hear a Chime in each one). Up the newly opened passage is **Cage 1**.
- Follow the left path past all the spiky balls. The high ceiling passage has the **Bonus Map**.



- Ride the low cloud left to **Cage 2**.
- Go back right and follow the curve up to the level exit.

Level 4

- Head up to the moving cloud and go right down the path. Slide down to the right and glide over the huge spike pit. Continue up to the cloud that carries you left through all the spiky balls. To the left is a flying ring with **Cage 1**. You know the drill: Come back later with the Grapple power.



- Ride the cloud left past two swinging spiky balls and then go down to a long fall. Follow the Tings right to a new cloud. Duck during ride and go right to **Cage 2**!
- When the cloud to your left brings you up, slide out to the left. Fall down to the Tings and then ride the cloud left to the level exit.

Ancient Forest

You are now complete as a man...er Rayman. You just got the Grapple power and you can go anywhere with it. Use this power in combination with the Helicopter to explore everywhere and find everything! Don't get too excited, though; you still have many hard levels ahead before you can trounce Mr. Dark for good.

The Force Is with You

Now that you have both of your super abilities, you can get every Cage from here on out. You have three more levels to go; after you defeat Mr. Dark, the world map opens up and you can go back and reclaim all the Cages you had initially left behind. Good luck!

Level 1

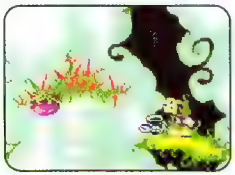
■ Go up to the sleeping trumpet and punch it to reach the upper ledge. *Note: If you jump above the trumpet at the perfect time, the air will hit you at the peak of your jump, sending you much higher.* Punch the hanging plum onto the walking stone-man's head. Use him to jump up and follow the Ting path right to the bouncing plum. Hop on and punch it left, riding down and gliding over the trumpets to the right. Go right and ride the falling flying ring down. Jump off to the left to get the **Bonus Map**.

■ Swing up to the ledge above you. Use the trumpet to go up, then swing to the left wall. (Chime). Go down and swing left over all the flying rings to another sleeping trumpet. Go up, punch the swinging plum and knock down the hanging plum. Then, go up and right. Cross the rings to **Cage 1**—hang down from the ledge to punch it.

■ Go back left across the flying rings to the level exit. This big level is now over!

Level 2

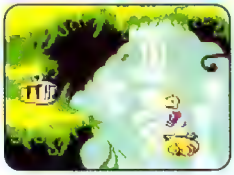
■ Go right until you come to a sleeping trumpet, then go up and follow the path until you reach the blowing trumpets. Next, go right and follow the Ting path down the pit. Go left across the thorn bed and then go right to the swinging plum. Ride the lily under the thorns and go left to the sleeping trumpet. Use him to glide over the thorns and make sure to hit the plum on your way down. Punch it left and use it to get up to the flying ring. Swing left to **Cage 1**.



■ Fall down onto the lily and go left. Use the sleeping trumpet to get up and punch down the hanging plum left to the level exit. Jump over the exit signpost to get to the **Bonus Map**.

Level 3

■ Go right and stop on the first green platform you come to. Fall off the right side and get down to the Ting—the lily will carry you left to **Cage 1**.



■ Jump up and proceed to the right. Follow the path down and you will come to a lily that will carry you far to the right. Use the sleeping trumpet to blow you up, then go left until you reach the wall. Go right up to the swinging plum, jump off left, then punch down the hanging plum (punch it down and left so you can jump on the column). Follow the Tings left and down, then hop over the level exit. Use the sleeping trumpet to get you right, then swing left to get **Cage 2**. Fall back down to get to the level exit.

Fiery Depths

Get ready for a struggle—this world has some of the toughest terrain in the game. You are constantly avoiding spikes, fire and lava, so your jumps and glides all need to be precise. You may die often at first, but you know what they say, "What kills you only makes you stronger." Right?

Level 1

■ Go up and right, then ride the moving bat-ring to the top. Head left, then follow the path to the right. Next, continue through the spikes, swing to the second flying ring, and from there, glide under the spikes through the bottom path. To the right is **Cage 1**.

■ Go back out, then head right and drop down on top of the second falling rock you come to—jump left before you hit the ground to avoid the lava. Crawl past all the flames and follow the path to **Cage 2**.

■ Go all the way to the right and ride the moving bat-ring up. Move up past the swinging spiky ball, then follow the Ting path to the left. Head to the upper-right corner to find the level exit.

Level 2

■ Go left, then follow the winding path up and to the right—you will need to go under a swinging spiky ball. Go right and get the Ting under the spiky ball moving up and down. (Chime.) Go right and ride up the moving bat-ring, then follow the path left to reach **Cage 1**.

■ Go right and follow the looping Ting path around until you come to the **Bonus Map** in the lower-left corner.

■ Head right past the flames and go up past the two swinging spiky balls. Go to the right and then go up the two moving bat-rings until you reach the right wall. Jump on the first platform—when it moves up, fall off it down to the left and land on the lower moving platform. Fall down to a lower platform and use your Helicopter to glide left over the long lava pit. You will need to get the low Ting (Chime), then use the new platform to reach **Cage 2**.

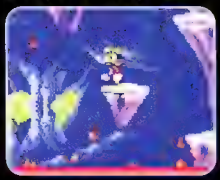
■ Go back up the two moving platforms you came down on by the right wall and follow the Ting path left to the level exit.

Level 3

Lava Level

This is just like the two water levels. Now there are flying rings to move you on your way, so watch where you swing!

■ Halfway up the level is the **Cage**—look for it on the left side of the map (there's two Tings giving it away). It's a blind leap of faith, but you can glide to the Cage with no problems. The lava stops when you go to the Cage, then it re-starts again when you continue upward.

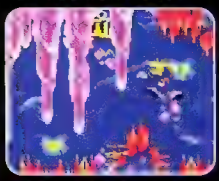


■ Keep going up until you find the level exit. Hot enough for ya?

Level 4

Super Helicopter

■ Follow the Ting path up and to the right, then almost down to the bottom. Curve back up and tap A fast enough to evade the row of spiky balls following you. Spiky balls will now chase you to the right. (Chime.) Go back left to find the **Cage**.



■ Follow the looping Ting path to the right, then come back left past the four moving spiky balls. Follow the path left and go up the tunnel with the moving spiky balls to find the **Bonus Map**.

■ Follow the path left and up until you reach the level exit.

Arcane Forest

It seems Mr. Dark knows you are getting close, because he has bumped up the difficulty a notch—this forest has two of the hardest levels in the game. It may take a good deal of practice to conquer the Dark Rayman level and the Reverse Level, but you can handle the challenge, right?

Level 1

- Go right and hop on the swinging plum. (Chime.) Fall left onto the Tings and the lilies will take you to **Cage 1**.
- Go back, then follow the path until you reach the far right wall. Move up by jumping on the lilies. Slide down twice and then go left. Use the lily to pass the two swinging spiky balls. Continue to the far left wall and hop on the left vine. (Chime.) Fall left onto the lily to get to **Cage 2**. Charge up your punch on the way down and face to the right so you can break open the Cage in one trip.
- Go back up and to the right to find the level exit. Jump over it and land on the lily to reach the **Bonus Map**.

Level 2

- Slide down and follow the Ting path by using the moving lilies. Walk right past the three falling spiky balls (Chime), then go back left and drop down to get **Cage 1**.



- Jump up and continue to the right. Follow the path to the swinging plum, then pass the two swinging spiky balls. Follow the Tings down and you will land on a slide. Jump off to the right and go to **Cage 2** in the lower-right corner.
- Go up and left, then cross the pit with the flying rings. You will see a hanging plum—knock it down and punch it left. Go left, slide down and use the flying rings to cross the spiky pit. Use the sleeping trumpet to reach the flying ring, then swing up to the level exit.

Level 3

Dark Rayman

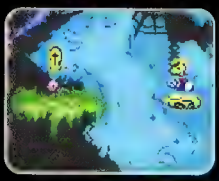
This level has no Cages or Bonus Maps. You must "simply" evade the evil copy of yourself and get to the level exit before he can catch you. One hit from him will kill you, so be careful! This is also a one-shot deal. There are no check points, so you need a perfect run to come out on top. This one may take some practice, so learn the level and show Dark Rayman what's up!

- Jump over two pits and fall to the bottom right of the third. (Chime.) Go up the new clouds, slide down and jump left onto the vine. Climb up a bit, then jump off to the left Ting. (Chime.) A new cloud just appeared. Fall back on the vine and follow the upper path to the right edge of the map. Next, fall down to the left and keep moving left until you hit the wall. Crawl under it, then fall down onto the Ting. Follow the Tings to the right. (Chime.) Glide back to the left where the new cloud lets you get up to the level exit. Take that, Dark Rayman!

Level 4

Reverse Level

- Go right until you come to a lily and jump on. (Chime.) Ride back up onto the new lily and slide down left twice. Climb up and use the flying rings to carry you to the **Cage** (stay attached to the second flying ring; it moves to the right.)
- Go down and follow the Tings to the right. Use the sleeping trumpet to get up, then get the heart refill to the left (Chime); this will spawn lilies on the other side of the rock wall that will bring you to the **Bonus Map**.



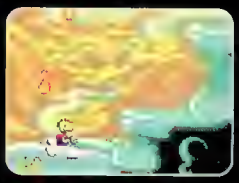
- Go right and zig zag down the slides, then go left across the falling lilies and swing right to the level exit.

Mr. Dark

This is the only boss battle you will encounter in the whole game. Although your focus has so far been about exploration, now you must test out your fighting skills. You should have him in no time!

Get Him!

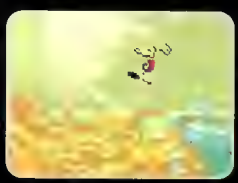
Mr. Dark has a simple pattern: He will attack first, then transform into a ball and fly around. While he is in ball form, you must punch him three times, making him smaller each time. The top platform is the best spot to jump around and punch his moving ball form. If you don't hit him fast enough, he will change back into human form and repeat the previous attack. After you punch his ball three times, he will attack again and repeat the pattern. Complete the cycle three times and Mr. Dark is toast! Note: After each cycle, a heart refill will appear on the top platform—save the Hearts until you need them!



1 Mr. Dark will first drop down a storm of small fireballs—these can be dodged by simply moving left or right on the bottom platform. Now punch his ball!



2 His next attack is a barrage of bigger fireballs that come in sets of two. Go up to the top platform, jump over the first fireball and land on the middle platform. His second fireball will miss you, so jump back onto the top platform and repeat the dodge pattern. Now punch his ball!



3 Now he throws lightning. Start on the top platform, and when the lightning is in the air, jump over and down to the bottom platform. When he throws lightning there, jump back up to Platform 3. Repeat this dodge pattern. Now punch his ball!



- Mr. Dark is no more! Make sure you write down the last password and then turn off the game after you watch the credits. Turn the game back on and enter in the password to continue.

Extra! Extra! Read All About It!

Rayman really goes the extra mile to show you that he's not a slacker. After saving the Toons' universe and getting the precious 100 percent rating, good ol' Rayman dives back into the action for more. Getting every Cage and reaching 100 percent unlocks Dark Legacy. Read on—there's still more!



Dark Legacy

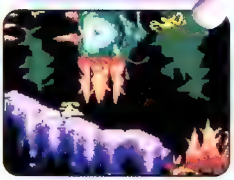
We hope you are prepared, because these extra levels are more complicated than what you've had to go through thus far. You must combine all your powers together to effectively clear the tough terrain, so you better have them mastered by now. There are no Cages or Bonus Maps; these levels are just for kicks (and for unlocking the Time Attack Mode). Try to have fun, OK?

Level 1

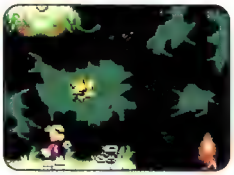
Go pretty far to the right and then follow the Ting path back to the left. Go up past the swinging spiky ball; after sliding down, hurry left to avoid the spiky ball chasing you. Follow the Ting path down and ride the moving platform over the spikes to the right wall. Go up the platforms you come to. Take the lower-right path and glide down to a special Ting. (Chime.)

Go back up through the cleared path and use the flying rings to cross the large spiky pit. Go down and follow the path to the Ting at the far left wall. (Chime.) The level exit just appeared above your head! Jump up to it!

Level 2

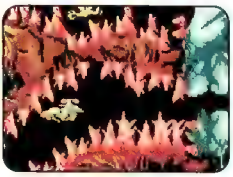


You start by falling onto a slide, so duck! Go up onto the moving lilies and ride them to the upper-right ledge, then slide to the right and ride the falling flying ring down. Continue going left and around the loop to the right until you reach the moving bat-ring. Take him up and follow the Ting path through all the spiky passages. Use the flying rings to cross the long pit to the left. When you reach the sleeping trumpet, you are at the level exit. Go up!



Level 3

Follow the Ting path around the green ledges and make your way to the right. Punch the swinging spiky ball and then loop over it (Chime) to clear the blocked path. Fall down and follow the path left, slide down and glide across the pit, then ride the bat-ring up. Jump off onto the lily and duck through the tight spikes.

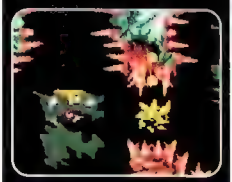


Slide down to the right, then climb back up and follow the Ting path around the bend by grappling all the flying rings. (Chime.) Hop on the new lily and ride it straight up, then move fast around the curve to avoid the spiky balls chasing you. Slide down and follow the path of the falling platforms to reach the level exit.

Level 4

Super Helicopter

Follow the Ting path, being careful to dodge all the fire. A spiky ball blocks the road, so you will need to get three Tings in the corners of the spikes (you'll hear a Chime after each one). Proceed to the right and loop around the swinging spiky ball. (Chime.) A new Ting path appears to lead you down, with a new open path to the left. Go get the Ting at the end of the left path, then go back right where a new Ting path will lead you to a far left heart refill. Grab the heart and follow the Tings through the new right path. Go up past the bats and follow the path left and down. Grab the Tings and then go up and follow the path to the swinging spiky ball—punch it out of your way and go up to the level exit. You da man!

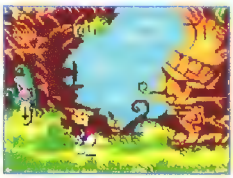




Wait, There's More!

Time Attack

Once you have cleared all of the Dark Legacy levels, the Time Attack Mode is waiting for you. Here you can retry all of the Bonus Maps you encountered during the game. You can build up countless 1-Ups or compete with your friends to see who can get the fastest time. Replay value!



If you want to exit the Time Attack and get your password, go to this level exit in the bottom-left corner

The Ubi Key

Still looking for something to do? Got a friend that has a GBC and a Ubi Soft game? Well, invite him over to test out the cool infra-red feature in Rayman. By linking up two systems and two compatible games, you are sent to an exclusive **Bonus Stage** that is brand new and nowhere else in the game. Try it out! Your game manual has complete instructions.

Our 10 All-Time Favorites

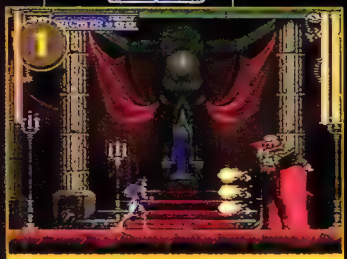


As fall draws near, Expert Gamer reminisces about lazy summer days spent indoors. Don't get us wrong, we love the great outdoors, too, but when a great game's got your attention, nothing else exists. You don't leave the house, you don't leave the room and you certainly don't turn away from the game. We've all had these experiences, so take a look at some of the games that have eaten away at the lives of our editors.



AndyBaran

This hardcore gamer plays the games that most resemble his life. When he's not off searching for ancient artifacts, he's battling the forces of darkness. He uses these game for practice.



If you start the game off right, your statistics with Alucard will end up being much better. Learn Dracula's patterns and you should be able to beat him quite easily.

Go Ahead and Sink Your Teeth Into This!

Castlevania: SOTN - PlayStation

Exploration meets RPG in this gothic masterpiece with hundreds of items and plenty of technique.

XG TIP

Get off to a good start by defeating Dracula in the beginning without getting hit or having to use special items. If you can, you will be rewarded with better stats. To defeat him, jump and whip his head, then pull back and duck. Whip the fireballs he tosses, and when he morphs, slide underneath his jumps.

Why Adventure Games?

What better way is there to escape the nightmares of a mundane existence than with an adventure? These games offer a storyline and exploration to those who seek them out. Games of this nature are not for everyone. They require hours of gameplay and even the most hardcore gamer will be hard pressed to find every secret. You'll laugh, cry and sometimes throw the controller—when that happens, you'll know that you've been drawn inside.

You'll note that some of the games on this list may belong to a whole series of great games, and you may wonder why we haven't included more than one game from each series. Well, we had to go with the one game that we thought best represents a given series—if we didn't there's be nothing but Final Fantasy and Zelda games!





2 Legend of Zelda: A Link to the Past - Super NES

Near perfect, this Zelda game had more secrets, bosses and weapons than the rest of the series. Only through determination can one get through...

XG TIP

In the Light World desert, there is a mysterious guy who wants to be left alone; in the Dark world, there is a chest in one of the ruined houses. Take the chest from the Dark World to the guy and you will be rewarded with a highly useful jar.

3 Final Fantasy II (IV) - Super NES

More than one gamer lost sleep to this classic. It had a wondrous story that never slowed down. The international version is even better.

XG TIP

Undead monsters are usually some of your toughest opponents. However, there is a way to hurt them badly with a common spell! Cast Cure on an Undead and it will take a lot of damage. The better the Cure, the most it hurts the monster.

4 Dragon Warrior IV - NES

This threads multiple stories into a single tapestry and weaves one of the most engrossing tales of all time. Taloon introduced many original game concepts.

XG TIP

Since this game features both a daytime and nighttime, you should take advantage of the situation by talking to people during both times. There are plenty of juicy pieces of gossip that only get spoken of at night...

5 Phantasy Star 2 - Genesis

PS2 was the most expensive Genesis game for a long time, but it was worth the hefty price tag. This game was way ahead of it's time in all categories.

XG TIP

Keep Nei alive! Normally, she will be killed by Neifirst and will be unable to come back. Before heading to Climatrol, use Shir to steal some Moon Dew. Give it to a character other than Nei, then resurrect her during the battle.

6 Super Mario RPG - Super NES

Most people scoffed at the idea, but this Nintendo/Square tag team was an inspired game with a wealth of secrets that did the Mario world justice.

XG TIP

The first time you enter the palace (right in the beginning), start jumping around in the hallways. There is one "?" Block that you can only get in the beginning. If you miss it the first time, it will not appear when you go back.

7 Metal Gear Solid - PlayStation

Konami outdid itself with this brilliant espionage thriller. What made this game so cool was the attention to detail.

XG TIP

Kill Sniper Wolf without breaking a sweat. How? Take cover so she can't shoot you. Next, equip your remote controlled rockets and guide them to her. There's no threat in doing this at all!

8 Super Metroid - Super Nintendo

Samus's return was anything but tame. Nintendo's cinematic style showed real flair as players around the world freaked out when the Mother Brain showed up...

XG TIP

Save the aliens that helped you out! When the fortress starts to crumble apart and you are trying to get to your ship, all of the doors will be locked except for one. Follow it to the critters and bomb a path for them to use to escape.

9 River City Ransom - NES

This is what happens when you combine a Double Dragon-type scroller with RPG elements. This original game became an instant cult classic.

XG TIP

If you want to find the elusive hidden shop that's loaded with expensive-but-effective goodies, look no further. Press Up into the wall underneath the fourth light that you find in the Armstrong Thru-Way (a great way to prepare for battle).

10 Raiders of the Lost Ark - Atari 2600

One of the first Adventures based off of the greatest of adventure films. This game broke new ground as one of the most complex 2600 titles.

XG TIP

Locate the Ark by using the Eyepiece in the Map Room when the sun comes up. This will show you the exact mesa to jump off of. Grapple to the mesa, then fall. Use the parachute and glide under the branch. Use the shovel to find the Ark.

Kenneth "Slim" Miller

Slim is the fighting game fanatic (well, 2D fighting game, anyway) around XG. He practices his techniques daily in the never-ending pursuit of one more hit on that combo.





Geese puts the smack down on Joe with a move called the Raging Storm. Notice the similarity to Akuma's Kongou Kokuretsu Zan in the more recent Street Fighter 3: Third Strike.

The Finest Fatal Fury

Real Bout Fatal Fury - Neo Geo

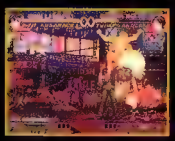
The fifth of the Fatal Fury games, RBFF had tight gameplay, big combos, flashy supers and Mai. What else could you ask for? If you've never played it, try to find the PlayStation or Saturn conversions and see for yourself.

XG TIP Geese's Super Desperation Move is kinda lame, but he has another hidden one. When your Super Bar is full and your life is flashing red, get close to your opponent and enter a half-circle Back+A, then A, B, C, C, C, B, C, then quarter-circle Back+C for the devastating Deadly Rave!

Why Fighting Games?

Fighting games are the last bastion of true warrior spirit. Nowhere are the topics of honor and technique as prominent as when playing them, and as a result, gamers get serious about fighting games like nothing else. No one wants to pluck down 10 bucks to compete in a Get Bass tournament, but with games like Street Fighter Alpha 3, such tournaments are commonplace.

Fighting games aren't for just anyone. They take very quick reflexes, intense concentration and at least some amount of competitive spirit to win. However, nothing is as satisfying in the gaming world as playing against a really tough opponent and coming out on top or landing a big combo in front of a crowd of onlookers. If you've got the spirit, fighting games are the only thing you'll need.





2 Street Fighter 2 Turbo - Arcade, SNES, PS, Saturn

Many people agree this is the best SF game ever. Fast action, a good character balance and no super combos provide pure Street Fighter fun.

XG TIP (This is for the SNES version.) During the title sequence when the word "Turbo" is scrolling across the screen, input down, R, Up, L, Y, B on the second controller. You can now set the turbo speed up to an insane 10 stars.

3 Samurai Shodown 2- Neo Geo

Samurai Shodown 2 is an old favorite among fighting gamers—it has colorful characters, great graphics, an amazing soundtrack and it just oozes style.

XG TIP A few characters have extra powerful hidden moves. For example, with Haomaru, input Down-Forward, half-circle Forward, Back, Down, Down-Back, then BC to perform his Tenha Fuujin Zan attack.

4 JoJo's Bizarre Adventure - Arcade, DC, PS

A crazy game based on a famous Japanese manga, JoJo introduced the "Stand" system—which was never before seen in fighting games.

XG TIP If you take too much damage with your Stand on, you will be Stand Crashed and momentarily open to attack. To avoid this, try to keep your Stand off as often as possible to replenish your Stand Bar energy.

5 The King of Fighters 97 - Neo Geo, PS, Saturn

The King of Fighters series is a long-running and popular line of fighting games. In 1997, the original story came to a climactic finish.

XG TIP To unlock the faster and more powerful "Orochi" version of Lori, at the character select screen, hold down START and quickly input Left, Right, Left, Right, Left, Right, then A+C

6 Street Fighter Alpha 3 - Arcade, DC, PS, Saturn

This is Capcom's most recent and most complex SF Alpha game. New techniques and combos are still being discovered more than two years after its release.

XG TIP For most characters, V-ism is the best choice. All V-ism characters move and attack faster than the other "isms," and the V-ism bar charges faster than the other two. Also, most of their Custom Combos more powerful than any Super.

7 Match of the Millennium - Neo Geo Pocket Color

It may be on a portable system, but this little fighter is packed with characters, combos, game modes and can even be linked with King of Fighters on the DC.

XG TIP When using Zangief in Rush mode, you can perform a chain combo and end it with the Spinning Piledriver or even the Final Atomic Buster!

8 Mortal Kombat 2 - Arcade, SNES, Genesis, Saturn, 32X, GG, GG

People tend to either love or hate the MK series, but most will agree that the second was the best game of the series.

XG TIP Shang Tsung can morph into Kintaro for a hidden third Fatality. On the second round (assuming you win), hold Low Punch for the whole round—when it's time to finish your opponent, stand sweep-distance away and release Low Punch.

9 Pocket Fighter - Arcade, PlayStation, Saturn

Pocket Fighter didn't have the most advanced game system, but it was just so much fun to fight it out with the cute little SD Capcom characters.

XG TIP Akuma and Dan are hidden characters in Pocket Fighter. To select Akuma, put the cursor on Ryu and press Left. To select Dan, put the cursor on Ken and press Right.

10 Eternal Champions CD- Sega CD

The Sega CD version of Eternal Champions was even better than the Genesis version because it had more characters and great music.

XG TIP The music in the game is all redbook tracks on the CD. You can put the game in any CD player to listen to the awesome soundtrack.



PhilTheobald

All his life, Phil has tried to conquer his foes by jumping on their heads or by shooting pellets out of his arm. While it never worked in real life, he found comfort in his platform games.



Walking mushrooms, flying turtles, hidden coins and Warp Zones a-plenty—Super Mario games have it all. They introduced gameplay elements that just about every game since has used.

Get Your Game On!

Super Mario All-Stars - SNES

This game features four of the best side-scrollers ever made in one cart. You can't beat that deal! It includes Super Mario Bros. 1-3 as well as the Japanese version SMB2 (dubbed "The Lost Levels" over here). You can't beat this game for sheer fun.

XG TIP All of the classic tricks, secrets and warps from the original Super Mario games are recreated perfectly in All-Stars. The only trick that wasn't ported over is the infamous Minus World trick. If you're itching to swim through a never-ending level, you'll need an NES copy of Super Mario Bros.

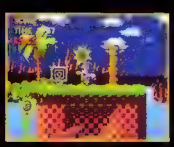
Why Platform Games?

If it weren't for a simple platform game, all of these "Soney Player-Stations" and "Seega Dreamsicles" that the kids play nowadays might not even exist. Think about it. If Nintendo never got the world hooked on Super Mario Bros., would video games have ever resurfaced as a popular form of entertainment after they fell out of favor during the big crash of the early '80s?

Once video games were going strong again, the side-scrolling platform was the genre of choice. Unfortunately, with the invention of 3D polygons and other such innovations, the number of true, old-fashioned platform games has slowed to a crawl.

Don't get me wrong, we love these newfangled games as much as the next guy. Still, we'll always have a soft spot for a quality platform game. Now if you'll excuse us, we have a Warp Zone to find.





2 Yoshi's Island: Super Mario World 2 - SNES

If it weren't for the incredible package that is Super Mario All-Stars, Yoshi's Island would be the best side-scroller ever. Just beware of Baby Mario's whine.

XG TIP To play the bonus games at any time, go to the map screen, hold down SELECT and press X, X, Y, B, A. You can now play the minigames whenever you want.

3 Mega Man 2 - NES

Capcom's made about a million Mega Man games, but many will argue that the second one is the best. This game made Mega Man the star he is today.

XG TIP To completely power up Mega Man with all weapons and items as well as four Energy Tanks, just enter this password: A5, B2, B4, C1, C3, C5, D4, D5, E2.

4 Sonic the Hedgehog - Genesis

Just when everyone thought that Nintendo was invincible, along comes Sega with the original "dude with 'tude" to teach us a lesson.

XG TIP For level select, hold down A and press Up, Down, Left, Right at the title screen, then press START. If that code doesn't work, enter this at the title screen: Up, Down, Left, Right, hold A, and press START. Then hold START and A.

5 Contra - NES

While it's not really groundbreaking, the original Contra game was the pinnacle of run-and-shoot games. Grab that Spread Gun and mow down the alien forces!

XG TIP What else can we say about Contra but "Konami Code, baby!" Just enter the classic command: Up, Up, Down, Down, Left, Right, Left, Right, B, A, START before the title scrolls into view to gain a whopping 30 lives. Now go beat that game!

6 Ninja Gaiden - NES

Ninja Gaiden's biggest contribution to video games is that it introduced cinema scenes to further the plot. Not only that, but the game kicked major booty.

XG TIP To listen to this game's classic music, wait until the screen says "Tecmo Presents 1989." When it does, press and hold Left+Down+A+B+SELECT. Right after doing this, press START to enter the Sound Test mode.

7 Bionic Commando - NES

Sure, you couldn't jump in the game, but there's something about swinging on that robotic arm that just felt "right." You even got to kill Hitler at the end!

XG TIP If you ever get stuck in a level or just need to get out, press and hold A+B+START. This will take you back to the main map screen where you can select a new level or return to the previous level with new weapons.

8 Revenge of Shinobi - Genesis

From the music to the gameplay, everything about Revenge of Shinobi was perfect. Sega even threw in Spider-Man, Batman and Godzilla as bosses.

XG TIP For unlimited shurikens, go to the "Options" screen and set the number of shurikens to zero. Now, just wait for about 20 seconds and the zero will change into an infinity symbol. Man, you gotta love these easy codes.

9 Ghouls 'n' Ghosts - Genesis

Not only was this one of the first Genesis games, but it was also one of the first games to be a near-duplicate of the arcade version.

XG TIP To make Arthur invincible, press A, A, A, A, Up, Down, Left, Right at the title screen. If done correctly, you'll hear a chime. At this point, press and hold B, then START. There will be another chime. Finally, press and hold C and then START.

10 Strider - Genesis

Billed as the first 8-meg game for the Genesis (8-megs was darn big for the time), Strider was another arcade conversion that was missing only the coin slot.

XG TIP To gain extra continues, press A, C, B, C, A and START at the intro screen. Now you have a few more chances to win this classic game.

JustynHarkin

When he's not too busy being *Expert Gamer*'s resident grammar nazi, Justyn plays the games that the others leave in front of him. We'll train him in the ways of hardcore gaming yet...





Whether you play it alone or against a friend, Tetris Attack is sure to please. Recently Nintendo announced a sequel of sorts called Pokémon Puzzle League. We can hardly wait.

Killer Combos!

Tetris Attack - Super NES

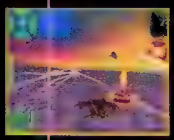
The best puzzle game of all time is Tetris Attack. Its amazing gameplay and combo system makes for a truly skill-based game. The entire office stopped for a week when this game hit the stores shelves, and years after its release, we still play it like it's new!

XG TIP Never go for anything smaller than a four-block combo, otherwise you're not sending anything to your opponent. Try not to let the blocks stack too high (obvious tip), but don't clear away too much. If you don't have anything to work with, all an opponent has to do is drop something big to choke you out.

Why These Games?

The games on Justyn's simply just don't have a genre to call their own. Some games don't belong to a clear-cut genre like sports or platforms or fighting, but that doesn't mean that they are bad games. In fact, we love the games that aren't afraid to break the mold. In a sea of sports and fighting games, why not try something a little different? Even the most hardcore gamer can get in a rut, so any game that breaks away from the norm is like a gem.

Every now and then, a company will come along with a breakthrough title that in effect creates its own genre. Thunder Force 3, for example, made shooters the crowned king of the Sega Genesis. Likewise, as soon as Street Fighter 2 appeared, fighting games became all the rage. Who knows what the future will hold for gaming? What will be tomorrow's innovations?





2 Mario Kart - Super NES

This is the game that started that whole "Kart Racing" genre. Mario Kart's innovation and gameplay made for some of the best multiplayer madness around.

XG TIP If you accelerate at the right time before the race starts, you will get a super boost to speed past the competition. Remember to stay away from the other karts, otherwise you'll lose coins.

3 Lifeforce - NES

For the harder than hard, this shooter pretty much honed the skills of gamers everywhere. Very few players could beat this one the first time out.

XG TIP The classic Konami code will give you 30 lives that you can throw away (Up, Up, Down, Down, Left, Right, Left, Right and then START). This will help you out, but still keep the game challenging.

4 Twisted Metal 2 - PlayStation

SingleTrac took players by storm with the very best in vehicular combat. Excellent gameplay matched the inspired level design.

XG TIP Look for secret codes on the ground in the New York level—you'll see them as you are plummeting to your death. Twisted Metal 2 has all sorts of wicked codes that you can enhance the battles with.

5 Herzog Zwei - Genesis

This odd sounding game was the first real-time strategy game on a console. Its multiplayer features made it an instant cult classic.

XG TIP Build up an army of tanks (or boats, when applicable) around your base. Once you've maxed out your troop allotment, send the commands to attack the enemy base. There's no way to stop a full-fledged attack!.

6 Dance Dance Revolution 3rd Mix - PlayStation

Show us your moves! Sometimes you just need to get up and dance, and DDR is the way to go. Bust a move to a ton of techno, dance and J-pop tunes.

XG TIP There's plenty of secrets to unlock in this game, including extra modes (such as Endless Mode) and new songs. All you need to do is dance well and clear songs to make the secrets appear. If you play a lot, you'll unlock them all in no time.

7 Warhawk - PlayStation

SingleTrac's flying thriller combined some of the best action with the coolest visual effects of the time. Despite being an early PS title, it still holds its own!

XG TIP For infinite weapons, enter Triangle, Triangle, Circle, Triangle, Square, Triangle, Triangle, X. For invincibility, enter Circle, Circle, Circle, Right, X, Triangle, X, X. With these two codes, you'll be unstoppable!

8 Resident Evil 2 - PlayStation

While it may seem like it belongs in the adventure column, this series created the "thriller" genre all its own. There are few games make you leap out of your seat...

XG TIP The best tip we can give for Resident Evil to is to learn how to run. You don't have to kill every single monster in the game, and if you try, you'll run out of supplies before you're halfway through. Learn to dodge zombie attacks and keep moving.

9 Final Fantasy Tactics - PlayStation

Square entered the tactical scene with this game, and it was by far the best of its kind. Its tough turn-based strategy could absorb a gamer for hours on end.

XG TIP Did you know that you can build up experience by attacking your own party members? It's true! This is a nifty little way to build up some experience levels before the really difficult missions come down the pipe.

10 Golgo 13 - NES

The famous manga secret agent broke new ground on the NES with multiple types of gameplay, as well as steamy loves scenes. Ooooh yeah!

XG TIP You can select your level with this tricky code. At the demo screen, press START when you see Golgo's eyes on controller 1. Next, hold Up+A+B+START while holding Left+Up+A+B on controller 2.



DanLeahy

We know. You want to know which game would have been No. 11, right? Well, it's Bill Laimbeer's Combat Basketball for the SNES. Care to comment on Dan's list? E-mail dan_leahy@ziffdavis.com.



Maybe it doesn't look as pretty as NFL 2K, but it plays pretty damn sweet. Madden NFL 2001 stands atop Dan's list as the best sports game of all time.

Boom! Wham!

Madden NFL 2001 - PlayStation

Arguably the greatest gridiron game of all time, this one mixes deep gameplay and sim options galore for the true football buff. (We know it's still a week or two from being out, but Dan's already played it, so it's safe to trust him).

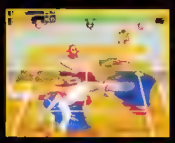
XG TIP Since this game isn't out on store shelves yet, we can't release any codes. What we can tell you is that the Player Cards earned during Two-Minute Drill and other gameplay challenges are awesome. Some cards boost player performance for a quarter by 15 percent or more. Use 'em to thrash your friends.

Why Sports Games?

According to Dan, sports games offer something no other genre (except for maybe fighting) can match. As long as you've got a buddy or two around, sports games will deliver intense competition and unlimited replay value. Think about it. You never know the outcome when playing a sports game. Different players perform better than others at different times, and actually take on a personality of their own within the game. Ever taken a bench player and nurtured him to MVP status? Of course you have.

That's another part of the beauty of sports gaming. You get a chance to rewrite history. Get Dan Marino his Super Bowl ring, turn the L.A. Clippers into the darlings of the NBA and end the Curse of the Bambino in Boston. For a sports fan like Dan, there's really no substitute.





2 NHL '94 - Genesis

This one added innovative features such as goalie control, season stat tracking and fake shots. NHL '94 was the best EA had to offer in the 16-bit era.

XG TIP For a fast-break take on hockey, hold down A+C while powering up your Genesis. Keep the buttons pressed until you reach the "Edit Lines" screen. This code will result in 30 second periods.

3 All-Star Baseball 2001 - N64

This series made its final appearance on the N64, and it went out in style. Fantasy drafting, great graphics and a blend of arcade/sim gameplay set it apart.

XG TIP Having trouble keeping your eye on the ball? Enter BCHBLKTPTY for a larger baseball. If you want to simulate playing the game in a Darryl Strawberry-like drunken stupor, enter MYEYES for extra blurry action.

4 NFL GameDay '98 - PlayStation

Football goes polygons and Dan goes ga-ga. Throw in the endless list of easter eggs and great all-around gameplay and you've got a classic.

XG TIP There are too many to mention, but my favorite codes are ones that tweak gameplay (frilly "big head" codes do nothing for Dan). Anyway, enter CPU DEFENSE or CPU OFFENSE (or both) for a tougher one-player game.

5 Tecmo Super NBA Basketball - SNES

Tecmo, whether it was football or hoops, knew that multi-person seasons were a good thing. Deep stat tracking and fast-paced play kept us coming back.

XG TIP This isn't a code, but rather more of a bug. If you want to dramatically increase your odds of making three-pointers, position yourself at the top of the screen on the baseline. Soon you'll be draining 16 of 20 treys with stiffs like Pete Chilcutt.

6 Hot Shots Golf - PlayStation

Before Hot Shots, video game golf was something best reserved for the PC realm. Despite its Caddyshack-esque appearance, HSG is a serious golf game.

XG TIP To unlock everything, take out any memory cards and turn the PlayStation on while holding all shoulder buttons on controller 2. As the logo bounces in, hit Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left.

7 NBA 2K - Dreamcast

Of the "2k" games, this is definitely Dan's favorite (despite players receiving passes out of bounds). Dunks are overdone, but when they look this nice, who cares?

XG TIP Another non-code, this little maneuver will help you score extra points while missing free throws. On your final free throw, switch control to your center and—as the ball nears the front of the rim—jump and slam it home for two points.

8 Tony Hawk's Pro Skater - Dreamcast

Is this really a sports game? Yup. It's an extreme sports game, which gives us an excuse to join the ever-growing legions of THPS fans. Trick-tastic indeed!

XG TIP The best tip for this game is just to play the ever-lovin' heck out of it, but if you want to spoil it a bit, here's how to unlock everything. Hold L at the pause screen and hit B, Right, Up, Down, B, Right Up, X, Y.

9 Mario Tennis - N64

Amazingly simple controls don't limit the depth or fun factor of this game. Mario Tennis gets all the gameplay details right. Multiplayer is an absolute riot.

XG TIP If you need to get a few cheap wins, learn to play as Boo. He is a tricky-type player who can put some crazy spin on the ball when serving. Hold down B after the serve and use the analog stick to steer the ball away from your opponent.

10 NBA Showtime - Arcade

A serious time-killer in the office, NBA Showtime packs Blitz style intensity and rolls it out on the hardwood. One note: beware Team Thin!

XG TIP Enter 201031 for the 1985 Bears and kick the stuffing out of any opponent. Next, enter GENERIC for super duper heads. Also, throw in these passwords PINKY and STINKY for additional fun times!



Let's Begin at the Beginning

by Kenneth Miller
kenneth_miller@ziffdavis.com

Chrono Cross has received lots of hype. In some ways I think it's well deserved, but ultimately, the game didn't really do it for me, personally.

Although it has amazing visuals and a beautiful soundtrack (courtesy of my lord and master, Yasunori Mitsuda), the story feels a little broken up to me. Throw in 40 characters to keep track of, and it gets even more confusing. Despite all that, Chrono Cross is still an enjoyable game and it's worth playing, especially for fans of Chrono Trigger.

The guide will get you started on the nuts and bolts of the gameplay (Look for a full walk-through next month). Hey, for all I know, you might like the game more than I do anyway. Stranger things have happened, right?

Special thanks to BIGmog at www.bigmog.com

database

time to complete	40-50 hours
challenge	Easy
high quality	Music
low quality	Story
best advice	Balance Elements carefully
also try	Chrono Trigger
system	PlayStation
publisher	Square EA
developer	Squaresoft
	www.squaresoft.com

ESRB TEEN T CONTENT RATED BY ESRB

CHRONO CROSS™



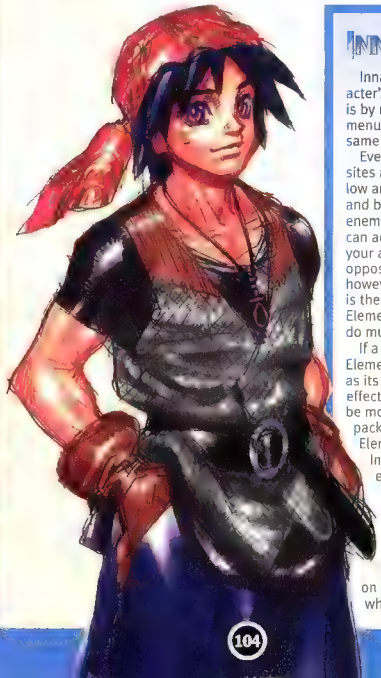
It's Elementary

All of the game systems in Chrono Cross are based around Elements. Elements are pretty much just spells, but don't be mislead—they are a lot more complex than the magic you see in your typical RPG. Every character can use Elements, but which character uses which Element at what time can be very important.

Allocating Elements

Each character has a number of slots that you can put Elements in. You begin with one slot for Level 1, Level 2 and Level 3, but you'll gain more slots and more levels as you progress through the game. You can't just throw any old Element into any slot, though. Each Element has a natural level, but that level is negotiable to a certain degree. For instance, the Element "Cure" is Level 1, but you can put it in a slot as high as Level 8. This is indicated with the notation "Lv 1 ±7." If you put Cure in a Level 3 slot, it would show up as "Cure+2." Putting an Element in a higher-level slot like this will raise the strength of the Element, but even Cure+7 won't heal as much life as a mid-level healing Element at its natural level. Conversely, if you put an Element in a lower-level slot, it will decrease the strength (but again, not significantly).





Innate Colors

Innate Colors control the Elemental properties of a character's attack. You can tell what a character's Innate Color is by noting what color circle it has in its status box on the menu screen. Find out your enemies' Innate Colors the same way when you select to attack them in battle.

Every Elemental color has an opposite color. The opposites are red and blue, yellow and green, and white and black. If know an enemy's Innate Color, you can add more power to your attacks by using an opposite color Element; however, if the Innate Color is the same color as the Element, your attack won't do much damage at all.





If a character casts an Element of the same color as its Innate Color, the effect of the Element will be more powerful. To really pack a punch, use an Element of a character's Innate Color against an enemy of the opposite Innate Color.

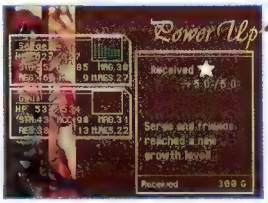
Your characters' Innate Colors also affect physical attacks. For example, a character with an Innate Color of white can inflict extra damage against a character who's Innate Color is black. This works both ways, though, so be careful. Later in the game, you'll be able to strategize by selecting parties based on the members' Innate Colors, especially if you know what the Innate Colors of the enemies you'll be fighting.

Growth Points

Unlike most RPGs, Chrono Cross doesn't have any "levels." Instead, the game uses a system of Growth Points. When you win a significant battle (usually against a boss), you will receive a Growth Point. At that time, you will also receive increases to your Hit Points and some of your stats—you may also gain a new Element slot.

Following the Growth Point battle, there will be a short time where you will typically receive a few extra Hit Points and some minor increases to your other stats when you win a normal battle. When you get to a battle where you get more Hit Points and stats increases than usual, though, you won't get any stronger until the next Growth Point battle.

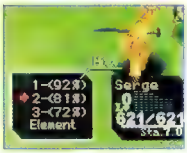
Growth Points also represent the number of times you can use a summon Element. If you run out, you will have to stay at an Inn or rest somewhere else so you can regain Growth Points and start summoning again.





"Target Sighted. Commence Attack."

The battle system in Chrono Cross is rather involved. Even a simple weapon attack isn't, well, simple. Although there is no "best" way to fight any given battle, there are definitely some factors that you'll want to keep in mind.



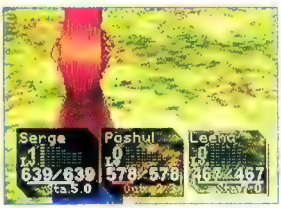
Hit Percentage

When you choose a target to attack in battle, a box will appear showing four different methods of attack. The first three are normal attacks of differing strength: weak, strong and fierce. Each attack has a percentage next to it that represents its chances of hitting. Now, even though it may say your attack has an 80 percent chance to hit, it's still likely to miss. The 80 percent represents your base chance of hitting, but you also have to consider your enemy's chance of dodging. A 99 percent chance usually means success, but for any other number you better subtract about 20 percent to get a real idea of your chances. When you connect with an attack, the chances of landing any subsequent attack on the same enemy in that turn increases. However, if you switch to another character or if an enemy attacks between your attacks, you may lose that advantage.

Stamina

You begin any battle with seven Stamina and that number cannot ever increase (the Stamina bar is located below your Hit Points on your status box in battle). Stamina controls how and when you can attack. For instance, the stronger a normal attack is, the more Stamina it requires. A weak attack takes one Stamina point, a strong attack takes two and a fierce attack takes three. For any given "turn," your combination of attacks can't exceed seven points worth of Stamina.

Using an Element always takes seven Stamina points, regardless of when you use it. If you start a turn by using an Element, your Stamina will drop to zero. If you have already attacked and haven't regained all seven points, on the other hand, you will go below zero Stamina and it will take time before you can do any sort of attack—this means you have to decide when you want to use your Elements.



In a three-person party, you can use a weak-strong-fierce attack combo and an Element—when it comes to be your turn again, you will have gained your Stamina back. However, instead of using the Element, it may be a good idea to Defend or to simply pass the turn to another character so you'll have enough Stamina in reserve in case you need to heal someone quickly.

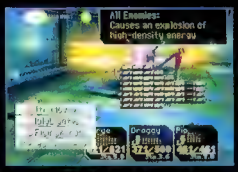
Field Effect

The Field Effect indicator, located in the upper-left corner of the battle screen, shows how different Elements are affecting the battle field. The smallest ring indicates the color of the most recently used Element, and the newest Element used will push the previous color out to the next ring. The more rings displaying a particular color, the stronger the Elements of that color will become and the weaker the opposite color will be.

The Field Effect is also very important when summoning. To summon, all three rings of the Field must be the color of the summon Element you are trying to use. You must plan your attacks very carefully to keep the entire field the same color long enough to use the summon Element.

Using Elements in Battle

Under normal circumstances, you cannot use an Element at the beginning of a battle—you must first build up sufficient levels of Element energy. These levels are built up by landing normal attacks; a weak attack builds up one level, a strong attack builds up two and a fierce attack builds up three. If the attack misses, you'll still spend the Stamina, but you won't gain any Element levels. If you really need to cast an Element, play it safe and stick with weak attacks, which are easier to land.



With the exception of consumable Elements like Tablet, each Element you have allocated can only be used once per battle. Therefore, it's very important to be careful in choosing when and how you will use a particular Element. If you have a powerful healing spell, for example, try to avoid using it until you really need it instead of blowing it on someone who's only a few points under.

There is an exception to the one-use rule, though, that is actually one of the nicer features in the game. If you win a battle and still have Element levels built up, you can use your healing Elements to restore your party to full health. This is a great way to conserve your consumable healing Elements, and you can potentially leave every battle in perfect health (except for status ailments like poison).



EXPERT GAMER

Game of the Month

SEPTEMBER 2000



More Country Club Fun

MARIO TENNIS™

First there was Mario Golf and now there's Mario Tennis. Thanks to N64 developer Camelot, Mario and his cast of friends have flourished in the usually bland country club sports of golf and tennis. Mario Tennis is a great example of how to make a game completely playable without making it simple—it's short on learning curve and long on fun. There are a ton of different game modes and 16 characters to master, each with their own particular attributes. Heck, you'll even find a new member of the Nintendo family in Waluigi. So pick up a controller, call some friends over and get ready for a multiplayer experience that outdoes any old Mario Party.

controls

The controls for Mario Tennis are amazingly simple, yet amazingly deep and refined. Tap A for a topspin shot and B for a slice shot. Tap A then B for a lob, or B then A for a drop shot. Other variations are double tap A for a slightly juiced topspin ball (orange trail); double tap B for a slightly better fade or slice shot (blue trail). At the net, try hitting A+B at just the right time for a power smash (pink trail).

There are different factors that affect your shot. The most important is how early you hit A or B. The better you anticipate where your opponent is going to hit the ball, the sooner you can get there. Once you're in place, tap the shot button early and you'll notice your character charging up. The idea is to get max power on as many shots as possible, but don't get caught out of position. Too many players worry about power over placement—we're here to tell you placement is top priority.



Hit a great shot and you'll be seeing a lot of these fancy replays.



Clay courts are just one of the different surfaces you'll find in Mario Tennis.

surfaces

One of the many great features of Mario Tennis is the variety of the courts. Different players excel on the various surfaces depending on their individual traits. For instance, Yoshi is a fast character on any surface, but put him on a grass court and he'll be even quicker. Anyway, here's a quick rundown of the courts we found and their characteristics:

- Normal ball speed, strong bounce.
- Slow ball speed, weak bounce.
- Fast ball speed, weak bounce.
- Fastest ball speed, normal bounce.
- Fast ball speed, weak bounce.

Some other general tips based on the courts are to tailor your shot based on the bounce factor. Use slice balls on weak bounce courts to deaden the ball. This will force your opponents to rush their shots. The opposite is true on strong or normal bounce courts. Here, use your power topspin ball to force the action. The topspin action, combined with a big bounce, will result in a very quick shot.

modes of play

Pick up a racquet and try any of the many modes Mario Tennis has to offer. There are singles and doubles matches, tournaments, exhibitions and a ton of minigames (Bowser, Piranha, Ring Shot). You'll be happy to know, however, that Mario Tennis doesn't require you to unlock a lot of characters (remember Mario Golf?). The only two characters to unlock are Donkey Kong Junior and Shy Guy. DK Jr. can be unlocked by winning the doubles tournament in the Star Cup; Shy Guy can be unlocked by winning the singles tournament in the Star Cup. The other 14 characters are all available from the beginning.



tournaments

If you want a real challenge, try winning all of the tournaments with each of the different characters. The tournaments are Mushroom Cup, Flower Cup and Star Cup, with Star Cup being the most difficult. Mushroom and Flower Cup are each one-set tourneys, while Star Cup is a demanding three-set match.





A Game With Some Balls

by Dan Leahy
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I can't remember the last time I was this surprised by a game. Sure, I knew Camelot would develop a good product for N64, but Mario Tennis achieves the same level of quality as Mario Golf.

It is excellent in every regard. Great characters (even a new one, Waluigi) and simple controls will have anybody mashing the ball with Bowser in a minute or two, and deep gameplay will have seasoned veterans coming back for more. One feature that's sure to help the game stand the test of time is its multiplayer mode. Get a room full of people together and let the tennis wars begin, Mario style.

Of course, if you're having people over, you wouldn't want to suck at the game now would you? OK, then. Read up on the next few pages for some inside details on how to become a pro. See you at center court!

database

time to complete	20 hours
challenge	Moderate
best item	Bob-omb
best character	Waluigi
best advice	Hit 'em where they ain't
also try	Mario Golf
system	N64
publisher	Nintendo
developer	Camelot

ESRB: EVERYONE

www.nintendo.com

Mario

Player Style: All-Around

PLAYING AS:

Mario's one of the quickest, most versatile characters in the game. Since you rarely wear him, get your opponent to the side or side game, making the bounces as much as you can. Mario's fast foot movement may make a mistake without just having to be there at all. If you're ready for [illegible] time, he's a good bet. Once you've made up with a hard hit shot or a lob, Mario should be able to get to the net. Once you've taken away their angle, get ready to smash their return for a winner.

PLAYING AGAINST:

[illegible] is a powerful character, but don't worry, he's also susceptible. Since Mario isn't the most agile character in the game, he can't get to the net when you're at the baseline. So come to the net when possible and force him to move side to side. Use the [illegible] to your advantage. Hit sharply angled shots, however, so that he can't simply run around his backhand. Mario's a big target, so [illegible] you may think, he'll whack one back at you. Keep your opponent on the run and you'll have the best chance of winning.

Serving Strategies

Mario Tennis is not a game built on serving, but a good service game can help make the difference between winning and losing. When serving, you really have two main choices: You can go wide to the corner (A), or straight down the middle (B). By going wide, you're forcing your opponent to run off the court and to tap one back your way. By the time they manage to get back into position, you can usually crack a winner to the opposite corner. If your serve isn't wide enough, however, you may find yourself flat-footed as your foe hits a winner down the line. Still, we recommend a wide serve most of the time. The risk/reward factor is high, and that kind of thing adds replay value. If you choose to go down the middle, you're basically encouraging a safe return and a longer rally-style point. The exception is if you can hit a power serve (A+B) perfectly at the "T" of the center line and service line—that's probably the toughest serve to accomplish. It's worth it, though, as your opponent will barely have time to get the ball back. Often, you'll have an outright ace.





Holy smokes! Look at that serve. You could put an eye out with a serve like that. Boy, tennis sure is dangerous.

Waluigi

Player Style: Technique

PLAYING AS:

Waluigi may be [illegible] acter, but he actually seems a step slower than some of the other quick cats. He makes up for it, though, with a lengthy reach that helps solidify his net game. To excel with Waluigi, you'll have to force the action. Hit sharply angled shots, backing your opponent up until their only choice is a lob. Because Waluigi's serve is pretty average, you may not want to charge in after your first offering.

PLAYING AGAINST:

The longer the point lasts, the better chance Waluigi has of getting to the net. That usually spells trouble, so concentrate on getting the point over with quickly. Depending on who you're using, force the action with net play or powerful baseline strokes. Donkey Kong or Wario should have good success against Waluigi, as their power games can negate his net skills (if used correctly).

Wario

Player Style: Power

PLAYING AS:

One of our favorite characters in the game, Wario packs a real punch. If you can anticipate where your opponent's shot is going to go, get there and power-up as much as possible. If you can do that, your shots will blister anybody coming to the net, or, at the very least, you'll keep them pegged to the baseline. Wario's foot speed is suspect, though, so be sure to return to the center of the court after most shots. He's a gonna WEEN!

PLAYING AGAINST:

When facing Wario, it's important to stay away from his Andre Agassi-like forehand. He'll whip a passing shot by you before you know it. Keep the action in the middle third of the court to prevent Wario from hitting crazy angled shots for winners. Other than that, he's not too dangerous. Watch him cheating to the left or right side of the court and plan on sneaking one by him in the opposite direction.

Luigi

Player Style: All-Around

PLAYING AS:

Always a basic, solid and well-rounded character, Luigi does a little bit of everything well. Use this to your advantage. Mix up your A and B serves, rush the net, play the baseline and so on. Basically, throw everything but the kitchen sink at opposing players. If you keep them on their heels, you're sure to swing the action to your favor—then it's up to you to decide how to win the point, as Luigi can end things with a variety of shots.

PLAYING AGAINST:

Due to the wide-ranging talents of Luigi, pick your spots to be aggressive very carefully. If things go well, you'll have a chance to pierce his armor with a strong shot or two. Also, don't get in a rush to make the perfect shot. A series of well-placed balls can keep your opponent of the defensive and force a mistake. Remember, it's not always about winning the point. Sometimes it's better to let your opponent lose it.

Peach

Player Style: Technique

PLAYING AS:

Peach absolutely rocks in this game. She has good speed, great net instincts and pretty decent zip on her shots. The one thing she lacks is a big service game, but she more than compensates for it with her other skills. It's hard to give advice for Peach, but if we had to choose a tactic for her, we'd say go to the net as much as possible. Not much is going to get by her, and the percentages of you winning the point dramatically increase at the net.

PLAYING AGAINST:

If Peach is standing between you and victory, know that you'll have a long battle ahead. One thing in your favor is that she lacks aggressiveness and a "killer" shot. She'll try to rock you to sleep with an array of topspin and slice shots, but she doesn't pose a huge threat from the baseline. If she's stretching you corner to corner with well-placed shots, counter with a lob to give yourself some time to regroup.

baseline play

Baseline play and net play are the meat and potatoes of Mario Tennis. As the meat, baseline play is the largest and most important component of the game. You can't have an effective net game without it. The first rule of baseline rallying is to stay near the middle of the court. That doesn't mean you can't stray to one side or another, but if you're in the middle, it's extremely hard for your opponent to hit a shot by you. Another key to baseline play is to mix it up a bit when you have an opportunity to score. If your opponent is out of position in the top left corner, it would make sense to smash one to the right side of the court (A). However, sometimes it makes sense to hit it right back to the left. Why? Because your opponent will be running like heck towards the right side of the court in an attempt to thwart the obvious shot. By doing the unexpected, you'll probably win the point with the added bonus of confusing the enemy.



Baby Mario

Player Style: Speed

PLAYING AS:

One of the cutest little video-babies around, Baby Mario makes his appearance in Mario Tennis one to remember. Faster than mercury, Baby Mario is the Michael Chang of Mario Tennis. Run your opponent ragged by returning anything that crosses the net (that is the point of tennis, right?). Baby Mario is one of the few characters who can play between the baseline and the net effectively (an area known as "no man's land"). Hit mid-range topspin shots to cross up your opponent.

PLAYING AGAINST:

Use Baby Mario's lack of height and reach against him. If he's sitting on the net, a good cross-court lob should send him reeling. Also, despite his speed, he can't muster up much of an offense. Eventually, if you press the issue with firm ground strokes, you'll have your way with Baby Mario.

Toad

Player Style: Technique

PLAYING AS:

Toad is one [illegible]

PLAYING AGAINST:

For some reason, Toad lacks the power of the other Mario Tennis characters. When you're matched [illegible] with a barrage of deep topspin shots. Once he's on his heels, approach the net and take care of business.

Daisy

Player Style: Technique

PLAYING AS:

Daisy's another one of those technique players who thrives on just about every aspect of the game. Use her in tandem with a power doubles player for a potent team. In the singles game, you can use most of the same strategies applied to Peach.

PLAYING AGAINST:

If you've got Daisy in your sights, you shouldn't worry too much. Her reach is a bit shorter than most of the characters in the game, so it's relatively easy to blow one by her.



Yoshi

Player Style: Speed

Playing As:

[illegible]

Playing Against:

[illegible]

Working the Net

When you're at the net, it means two things: you're in good position to win the point, or you're in a defensive mode trying to stay alive. Either scenario presents its own problems and opportunities, and there are too many to mention here. Let's start with the best-case scenario. You've driven your opponent into a corner and are awaiting their return. When positioned either just to the right or just to the left of the center line, you'll have a great chance of hitting the next ball for a winner. If your opponent goes down the line, reach and pop the ball back at them (A). If they try to go cross court, pick the ball off and send it into the open court (B). Of course it doesn't always happen this easily.



Sometimes you'll mishit the ball, sometimes your opponent will make a perfect shot, and sometimes you'll hit the ball out. Just remember that the closer to the net you are, the better your chance of closing out the point. And if you see a star appear near your side of the net, that's an opportunity for a strong overhead smash (A+B). Be careful not to swing too early, though, or you'll stand a chance of dinking the ball into the net.



Bowser's about to put a hurtin' on Yoshi as he closes the gap with a mad rush to the net.

Birdo

Player Style: Speed

Playing As:

Another goofy Nintendo character who could combine with Toad for the "all-weird" doubles team. Birdo is a fast dude, but he won't intimidate anybody off the court with his appearance. As with most speed characters, just try and frustrate your foes by running down every ball.

Playing Against:

Birdo is one easy chump to beat. Once he coughs up a lollipop serve for you, hammer it down the line opposite where he served from. By the time he runs that down, you should be able to get to the net. If you can't follow to the net, use a slice ball to the middle of the court—this will take away any great angles and should result in a nice opportunity.

Bowser

Player Style: Power

Playing As:

Bowser is part Andre Agassi, part Ivan Lendl. That is, he's really powerful but somewhat slow (a little lack of foot-speed is not that bad when you consider the laser-like abilities of Bowser's baseline strokes). The key to success with Bowser is to anticipate where the next shot is going to be. The earlier you get set in place, the more power he can build; the more power you have, the better chance you'll smack the ball for a clean winner.

Playing Against:

Although Bowser has awesome power, his stature prevents him from acting swiftly on the court. Just make sure that he doesn't get you nailed to a corner—if he does, it's only a matter of time before he changes direction and you're helpless. Stay near the middle of the service line and everything should be cool. The first mediocre shot he gives you can be used to set him up for a loss.

Donkey Kong

Player Style: Power

Playing As:

You loved him in Super Smash Bros., you had to like him in Mario Golf and now you get to feel the rush of Donkey Kong with a tennis racquet. First off, DK's physical size is a benefit, as he can smash high lobs at the net with ease (we've never seen a ball ever make it over Donkey Kong's head). His lateral movement is suspect, though, so keep your opponent back with slice shots (B) and strong topspin balls (double tap A). Kong's strength makes it easy to take advantage of mistakes.

Playing Against:

To beat Donkey Kong, you'll have to get the big ape moving. DK has never been accused of being fast, and nothing's changed here. Work the corners and use what we call a yo-yo strategy: Send him deep with a strong shot, then pull back on the Analog for a short ball—he won't know if he's coming or going! If you really want to throw a wrinkle in, tap B, then A. The result will be a soft drop shot that has little bounce.

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Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prizes totals are described below puzzle. ALL ENTRY FEES MUST BE PAID IN U.S. CURRENCY. WE WILL NOT ACCEPT CANADIAN CHECKS. **All entries must be post marked by Oct 25, 2000**

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EARTH - X	EMPTY - V
WORLD - U	WATER - T
SPACE - W	COAST - A
HAPPY - O	FIELD - B
SHARE - Z	~~BLADE - D~~

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down.
HINT Read the secret word clue

		T				
H						
B	L	A	D	E	D	
			S			
					L	

SECRET WORD →

SECRET WORD CLUE:
What comes after yesterday but before tomorrow?

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Para Troopa

Player Style: Tricky

Playing As:

Para Troopa is pretty fun to play with, as his flighty course around the court can send opponents into fits. One of Para Troopa's biggest advantages is that opponents don't always see his shot right away. Once he hits the ball, a barrage of feathers disperse from his wings. This creates a kind of "smoke screen" that can delay reaction time. Even though he's listed as a tricky player, Para Troopa has pretty decent speed, so use that to your benefit.

Playing Against:

When faced with a match against Para Troopa, be sure to zone out his trickery. Flying feathers may be cool to watch, but stay focused on the little yellow ball which is traveling at you. Para Troopa can cover a lot of ground quickly, but his reach is very limited. Send him scurrying for wide balls for easy points. You can also pressure him by coming to the net after you serve.

Returning Serves

Returning serves is more of an art than a science. It's read and react. Rarely do you have enough time to say, "Oh, here's a nice yellow ball coming to me slowly, so I think I'll hit it to the left." Doesn't happen—not with Bowser's 108 mph heater coming at you, anyway. The best advice is to watch the ball from the second your foe tosses it in the air. As soon as they hit it, you'll know if it's to the right or to the left, so just react and get there. Returns are as follows: down the line (A); or back to the center (B). One common mistake is trying to cheat a little bit. If Bowser has been serving out wide all game, you'll be tempted to take an extra step in that direction before the serve.



Don't do it. As soon as you do, a screamer will come down the middle and you'll be defenseless. Stay at home and you'll be increasing the chances of returning serve effectively.



Boo

Player Style: Tricky

Playing As:

Boo needs to use a funky serve to set up easy points. Once mastered, you can steer Boo's serve in the air and after the bounce. This works to great effect, as opponents have to guess correctly or miss the serve. Boo also seems to have a little extra waggle on his slice. If you're playing as Boo, spend a lot of time back near the service line. He's not overly quick, so you'll need the extra space to track down good shots.

Playing Against:

If you're playing against Boo, you might be in for a confusing match. His serve will bend in or out at the last second and, depending on which way you're leaning, it will squirt away from you. One tactic which helps offset this is to step nearer to the service return line. That way the ball won't have as much time to angle away from you before you can hit it. Playing back too far just ensures Boo a chance of acing you.

Donkey Kong Jr.

Player Style: Speed

Playing As:

They may both be apes, but when it comes to tennis, Donkey Kong and Donkey Kong Jr. are completely different animals. As you'd expect, Jr. is not as fast and their abilities are in his strength, attacking game. As one of the speedier characters in the game, it's best to be patient with DK Jr., as he's not going to overpower anybody, but can always steal down the line. Remember, he's a kid and you should show good manners.

Playing Against:

When faced with this little furry scamp, be sure to expect the unexpected. DK Jr. is powerful, but not very fast, so if you can get him out of position, you'll have no trouble with his lack of speed. Try moving all over the court, as DK Jr. can't cover much ground. This is a big part of tennis, so be sure to practice where you can take advantage.

Shy Guy

Player Style: Technique

Playing As:

Ah, we saved the best for last. Well, he's not necessarily the best, but Shy Guy does have a great all-around game. As a technique player, Shy Guy thrives on doing everything better than average. Use his vast array of shots to the fullest and opponents will struggle to find a rhythm. Shy Guy is another one of the rare characters who can thrive between the backcourt and the net. His mid-range shots, especially with slice applied, are particularly effective.

Playing Against:

Playing against Shy Guy is like practicing against a wall. Practically everything comes right back at you. The one positive is that it doesn't necessarily come back at you with a lot of pace—this means that if you pick the right moment, you can go to the net and end a point quickly. Be careful, though! Don't approach the net if Shy Guy has worked his way past the baseline, as he's sure to hit it by you. Good luck!

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2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of $109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about October 1, 2000. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt of forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
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6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.
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2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Quantum FighterPad for the Dreamcast, One (1) Snark Pad Pro for the N64 or One (1) Program Pad for the PlayStation. Grand prize has an approximate retail value of $29.99. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%) and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," PO Box 3338, Oak Brook, IL 60522-3338.
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Game Over:
1. No Purchase Necessary: To enter, identify the game from the screen shot provided and mail your answer on a standard sized postcard containing your name, address and phone number to "Game Over Sweepstakes, Issue #75," PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by August 20, 2000. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.
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4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 10 days of receipt or forfeit prize. Neither Ziff Davis Media Inc., nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., its representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes. Winner further acknowledges that Ziff Davis Media Inc. has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, condition or fitness.
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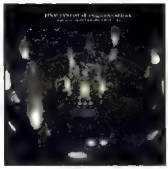
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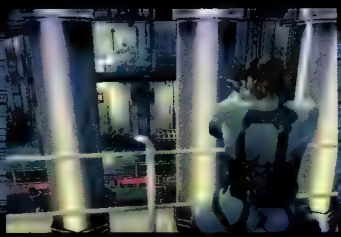
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Game Over

SEPTEMBER 2000

VAGRANT STORY™



Sydney has lost his Rood Inverse tattoo.



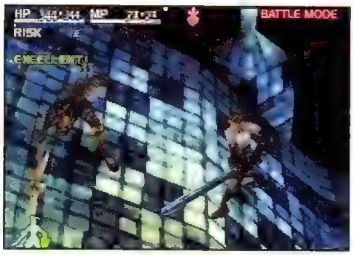
Guildenstern sacrifices Callo to the dark.

Changing of the Guard

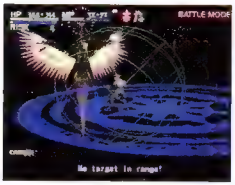
The finale: Guildenstern would misuse the power of Lea Monde if it was in his hands. Sydney tells Ashley that he must defeat Guildenstern to prevent this. Ashley must inherit the power instead, because he will use it with discretion.

Boss: Guildenstern **HP:** 500
Classification: Evil
This guy's a pushover. Simply get out your best Evil weapon and hack away. If he casts Tarnish or any similar spells, be sure to counteract them with a spell of your own.

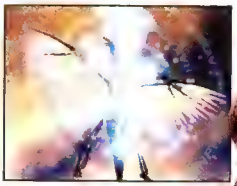
Boss: Dark Angel Guildenstern **HP:** 700
Classification: Evil
This guy is quite a bit more difficult. Feel free to use as many of your items as you need—this is your last chance. One great strategy is to use Phantom Pain along with a weapon that has high Phantom points. When the camera switches to a top view, Guildenstern will cast his Blood Sin. This looks like a magical attack, but it is countered with a physical Defense Art. You will have a few seconds to lower your Risk, equip your shield and heal yourself. Put Morlock Jet gems on your shield if you can. As long as you can consistently survive this spell, Guildenstern will eventually go down.



Approach quickly and chain for as long as much as possible with your Evil weapon.



Use high-range weapons to get Guildenstern in your attack sphere.



Survive the Blood Sin and Guildenstern will fall.



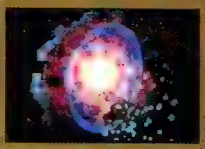
Now play New Game+ mode and unlock all of Lea Monde.

It's Not Over Yet

You can only beat approximately 85 percent of the game the first time through. After you beat the game, you will be able to play in the New Game+ mode. All of the doors locked with the Rood Inverse on the first play can now be opened. Although the story is the same on the second play, there is much more to explore.

Note: Completing the game a second time will NOT alter the ending at all, even if you have explored 100 percent of Lea Monde.

The End



Guildenstern has been consumed by the Dark.



Hardin dies from his wound. Meriose & Joshua are safe.



Sydney sacrifices himself so Ashley can take his role.



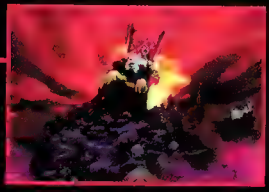
Ashley illustrates his new-found powers of illusion.



GUESS THE GAME ENDING AND WIN!



Have we made the last couple contests too hard? You've got us wondering if you're expert gamers or, well...you've just got us wondering, OK? Give this next one a try—it's not too bad! Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than September 20, 2000! Send entries to Game Over #75 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.



CLUE: Watch what you wish for... You might just get it! (evil laugh!!!)

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October 2000

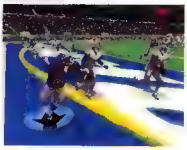
On sale September 19

Spider-Man will make a pre-Halloween appearance our October issue, so look out for our guide—you'll web-slinging your way through Spidey's PlayStation game in no time. Fall means football is in the air, so we'll be tackling Madden NFL 2001 and NFL2K1. Looking for adventure? We've got you covered with a strategy guide on Chrono Cross, Square's long-awaited follow-up to the hit SNES game. Finally, look for tips on WWF Royal Rumble and Ultimate Fighting Championship.

Feature Story



Our Spidey-senses tell us that we'll be bringing you a Spider-Man strategy next month.



Rumblin', Stumblin', Fumblin'... it's pass and catch time, courtesy of NFL2K1.

ELECTRONIC GAMING MONTHLY™

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October 2000

Feature Story







Look for a full preview of Square's latest masterpiece, Final Fantasy IX. This is just one of the many hot games you'll see.

Get the latest word on all the launch titles for the PS2. Are they worth buying, or should you hold off for more games?

When it launches on October 26, there's no doubt that the PlayStation2 is gonna be huge. Having just received our debug unit, we're playing fast and furious to give you the latest scoop on the lineup of US launch games. We aren't forgetting the original PS, though—we'll have a full preview of the much-anticipated Final Fantasy IX, and we certainly won't forget Medal of Honor Underground or Dino Crisis 2. Also, check out our big reviews on Ecco the Dolphin, World Series Baseball 2K1, Perfect Dark GBC and more.

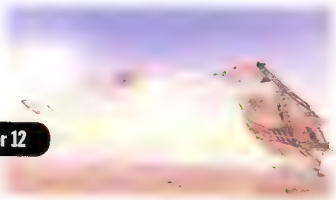
Official U.S. PlayStation Magazine™

October 2000

On sale September 12

OPM delves deep into the Star Wars universe and covers the latest games based off of the legendary movie series. With the PlayStation 2 about to hit store shelves with what may be the biggest console launch in history, *OPM* will showcase the games that players are going to be talking about. A whole slew of reviews will be served up, with comprehensive looks at Madden and GameDay. From the rhythmic moves of Bust-A-Grove 2 to the non-stop thrills of Sno-Cross Championship Racing, the next issue's demo disc is chock full of gaming action to appeal to all gamers. Read this issue or be left behind.

Feature Story



ANOTHER HUGE DEMO DISC!

PLAYABLES

- Bust-A-Groove 2
- Sno-Cross Championship Racing
- Muppet Monster Adventure
- Team Buddies
- RC Revenge
- Sydney 2000

NON-PLAYABLES

- Spyro: Year of the Dragon
- Crash Bash
- The Legend of Dragoon
- Rayman 2



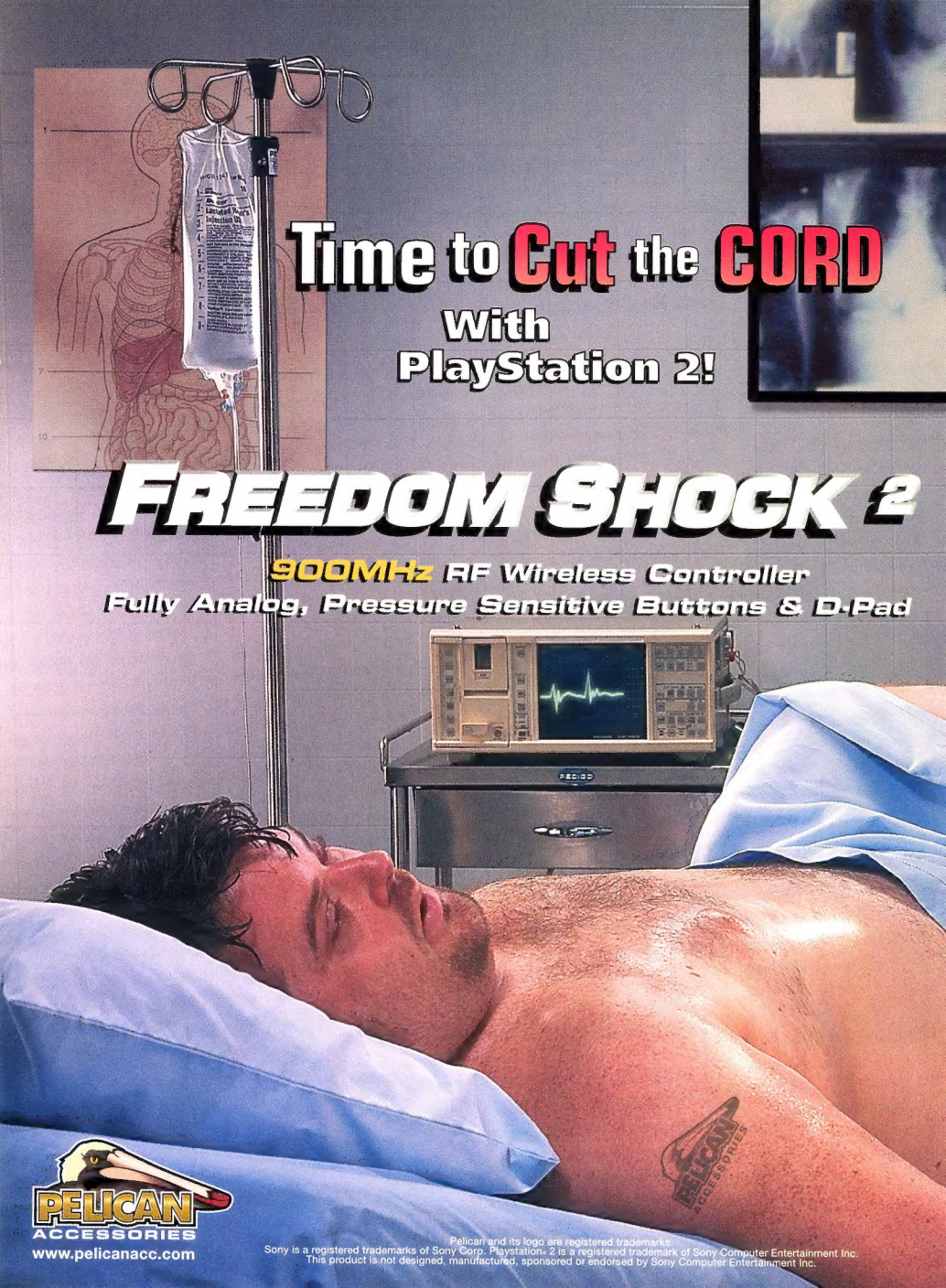
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FOR PS2
PLAYSTATION 2
Computer Entertainment System
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FREEDOM SHOCK 2
900 MHz Wireless Controller
Fully Analog, Pressure Sensitive Buttons & D-Pad
Vibration Function Compatible
Up to 30ft of Freedom. No Limitations
900MHz Power
Fully Analog
Fully Analog Buttons & D-Pad

You'll need *skill*, endurance and a reliable *blow*hole.



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Sega Dreamcast
IT'S THINKING

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Stay away from jellyfish. Remember to come up for air. Don't eat bad fish. Or you could die. Of course, a shark could kill you too. On top of all that, the ocean's in a downward spiral and it's up to you to save it. Tough job, but you'll figure it out. You're the chosen one. The big fish (although you're not a fish). Too bad you can't even count on Greenpeace. The weight of the ocean rests on your dorsal fin.

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